THE ROLE-PLAYING GAMES MONTHLY 95p

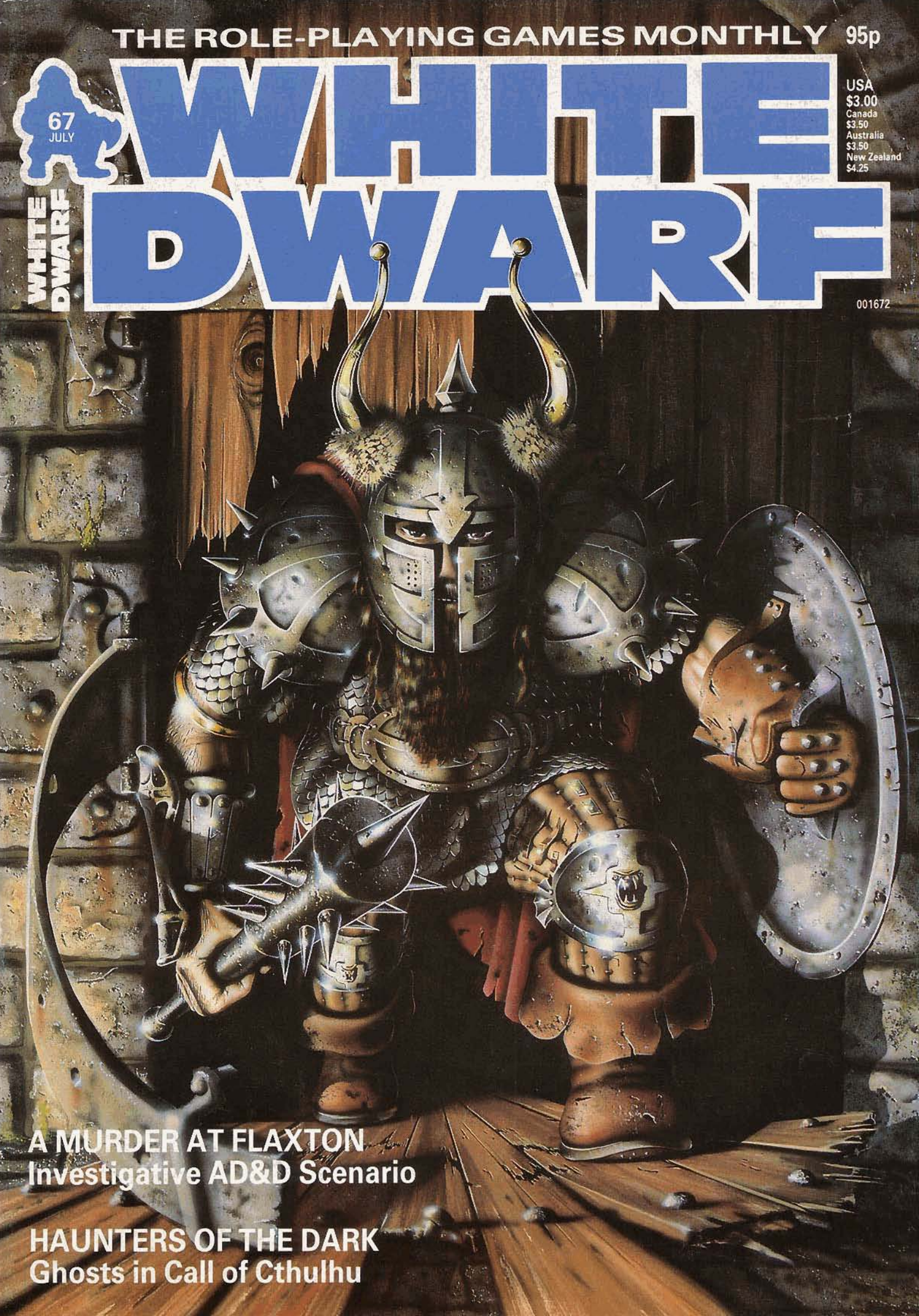
67
JULY

WHITE DWARF

USA
$3.00
Canada
$3.50
Australia
$3.50
New Zealand
$4.25

WHITE DWARF

001672



A MURDER AT FLAXTON
Investigative AD&D Scenario

HAUNTERS OF THE DARK
Ghosts in Call of Cthulhu

What do Balrogs, Nazgûls, Ringwraiths and Hobbits have in common?

The answer is that they can all be encountered in *MIDDLE-EARTH*, the fantasy role-playing game set in the world of J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

The new, revised edition is now published in the UK by *Games Workshop* and features stunning box art by Chris Achilleos.

A range of official *MIDDLE-EARTH* figures are also available from *Citadel Miniatures* to bring the whole world to life.

UK published price only £9.95

WHAT YOU GET:

- A 104 page *Middle-Earth* rule book which includes an introductory adventure in the Trollshaws.
- Two full-colour sheets of stand-up cardboard characters.
- Three full-colour play-sheets based on the popular *Dungeon Floor Plans.*
- A map booklet.
- Two 20-sided dice.

Join the Fellowship of the Ring and adventure in the grandest fantasy setting ever devised.

© 1985 Tolkien Enterprises. *THE HOBBIT*™ and *THE LORD OF THE RINGS*™ and all characters and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising Inc, Berkeley California. No unauthorised use permitted.

Designed by Iron Crown Enterprises, Inc. Produced in the UK under licence from Iron Crown Enterprises Inc, Charlottesville, Virginia, holders of the exclusive worldwide licence for Fantasy Role-Playing and Adult Boardgames based on J.R.R. Tolkien's *THE HOBBIT*™ and *THE LORD OF THE RINGS*™.

Grenadier Models UK Ltd.

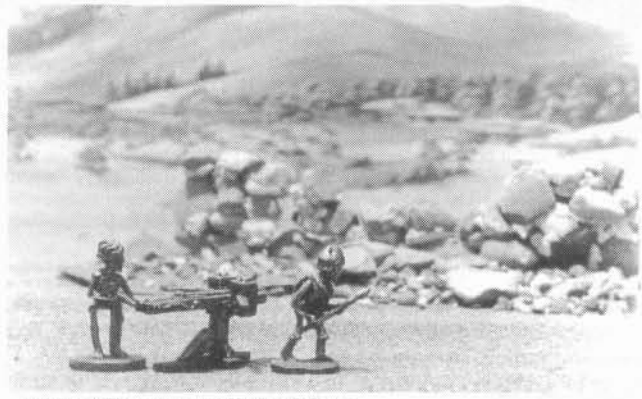
25mm Gaming Miniatures

Dept. W, 29 Grange Road West, Birkenhead L41 4BY Trade Enquiries Welcome

FANTASY LORDS – fantasy miniatures supplied in convenient blister packs. Number in () indicates quantity per pack. All Fantasy Lords packs . . . **£1.25** each.

101 Adventurers (3)
102 Females (3)
103 Frost Giant (1)
104 Clerics (3)
105 Were Creatures (3)
106 Skeleton Cavalry (3)
107 Halflings (4)
108 Goblins (4)
109 Orcs (3)
110 Dwarves (4)
111 Monks (3)
112 Elves (3)
113 Specialists (3)
114 Undead (3)
115 Bugbears (3)
116 Golems (2)
117 Dragon Men (3)
118 Scorpions (2)
119 Hill Giant (1)
120 Wing Folk (3)
121 Knights (3)
122 Wizards (3)
123 Lizard Men (3)
124 Greenwood Adventurers (3)
125 Armoured Dragonmen (3)
126 Skeleton Cavalry – barded horse (3)
127 Familiars and Homoculi (9)
128 St. George and the Dragon (3)
129 Undead Orcs (3)
130 Dart Thrower & 2 Undead Crew

GAMELORDS LTD. – high quality rp supplements.
Thieves Guild The definitive work for gaming with thief characters (boxed) **£13.95.**
Haven: The Free City Complete city in super detail (boxed) **£18.95.**
Haven Secrets of the Labyrinth More about the fantastic gaming city **£11.95.**
Thieves Guild 2 & 3 £7.50 each. **Thieves Guild 4, 5 & 7 £5.95** each. **Thieves guild 6 £6.95** each. **Thieves Guild 8, 9 & 10 £5.50** each.
PLUS fantasy adventures and Traveller scenarios – send SAE for full lists.



130 Dart Thrower and Undead Crew

Official MIDDLE EARTH figures from **GRENADIER**
A great book deserves great figures – we've made them.

SET 1: THE FELLOWSHIP
Containing: FRODO, SAM, MERRY, PIPPIN, BOROMIR, ARAGORN, GANDALF, LEGOLAS, GIMLI, plus BILL THE PONY

SET 2: SAURONS DARK ONES
Containing: SARUMAN, BALROG, BLACK TROLL, WRAITH, MOUNTAIN VAMPIRE, ORC CAPTAIN, GOLLUM, WIGHT, WARG

BOTH SETS ARE BOXED AT **£4.50 each**

904 Swords Against the Shadows

BUSHIDO – official figures for role-playing in Nippon. Each pack contains three figures. Price **£1.25** per pack.
901 Heroes of Nippon contains Samurai in robe with Katana and Wakizashi; Samurai in armour wielding Katana 2 handed; Ninja crouching with Naginata.
902 Ninja Attack contains Ninja with Naginata held overhead; Ninja slashing with Ninjato; Armoured Samurai shooting bow.
903 Clan of the Assassins contains Ninja hurling Torinoko; Nage-teppo or Blinding Egg; Ninja shooting Fukidake; Jonin with Ninjato.
904 Swords Against the Shadows contains Daimyo defending with Katana; Ninja with Kama; Ninja with Shuriken.

CALL OF CTHULHU
official miniatures **£1.50** per pack.
Three figures per pack.

201 Federal Agents
202 Hoodlums
203 Adventurers
204 Master Criminals
205 Investigators
206 Cops
207 Ghost and Horrible Companions
208 Undead
209 Ghouls
210 Mi – Go and Serpentmen
211 Sand Dwellers
212 Deep Ones
213 Daredevils
214 Law Enforcers
215 Newshounds
216 Intrepid Sleuths

MAIL ORDER from address at top of page.
Pay by cheque or P.O. made out to Grenadier Models U.K. Ltd. Alternatively, pay by ACCESS (see below). Do not send cash or bank notes.
ACCESS CARD HOLDERS use your credit card as a convenient way of paying for mail order Grenadier Figures.
Order in the normal way by post, including your ACCESS number or ...
ORDER BY PHONE USING ACCESS the quickest and most convenient method of all.
Call 051 647 4611, place your order and have all your questions answered.

POST AND PACKING
1-4 blister packs add 30p.
1 box set add 30p
5+ blister packs; 2+ boxed sets; any combination of blister packs and boxed sets or any order including a Gamelords Ltd. product – **post free.**

Access

GAMES DAY AWARDS FORM

Are you coming to **Games Day**? If not, you'll miss a great opportunity to experience all that's best in indoor games. Now celebrating its 10th year, **Games Day** regularly attracts many thousands of enthusiastic games players to witness and take part in two days of frantic gaming. Strongly featured are popular games such as *Dungeons & Dragons, Traveller* and *Call of Cthulhu*. For those of you preferring games of strategy and tactics to high adventure, they'll be a chance to join in science fiction and fantasy boardgames like *Talisman, Car Wars* and *Star Fleet Battles* and historical board games such as *Diplomacy, Civilisation* and *Squad Leader*. You can buy games or just browse at the many trade stands, including those of major manufacturers, with the chance to look at their latest releases and to participate in a number of demonstration games. Even if you can't find a game to suit your tastes, you can bring your own along - there will be plenty of willing players and opponents! There'll also be demonstrations of 'real life' role-playing and you can find out about it first hand in the 'arena'! Indoor games playing is a fun and expanding activity and **Games Day '85** will be the largest event of its kind in the world. If you want to find out what is new in the world of games, come to:

Royal Horticultural Society's New Hall,
Greycoat Street, London SW1.
Saturday 28th & Sunday 29th September 1985

The 1985 Games Day Awards will be presented at **Games Day '85.** It has been decided by the awarding body that the Awards will be decided prior to the event by postal ballot. All you have to do is vote for one item in each category below, writing your choice in the space provided and send in the completed Voting Form, duly signed, to: **Games Day Awards, 27-29 Sunbeam Road, London NW10 6JP**, to arrive no later than 1st September 1985. All Voting Forms after the count has been made, will then be entered for a draw, for which the first five forms drawn at random will entitle their senders to 2 complimentary tickets to **Games Day '85.**

Notes: Please vote for proprietary games only, not classical games such as *Chess, Go,* etc.

Definitions: New Games are any released on or after **Games Day '84**. *Family Games* include any game with general appeal. *Contemporary Games* are any with their background based in the Twentieth Century. A *Fan Magazine* is any magazine produced by amateurs.

ROLE-PLAYING GAMES

A. Best Fantasy Role-Playing Game: .....

B. Best Science Fiction Role-Playing Game: .....

C. Best Contemporary Role-Playing Game: .....

D. Best Role-Playing Adventure: .....

E. Best Role-Playing Play-Aid: .....

F. Best Solo Gamebook: .....

BOARDGAMES

G. Best Fantasy Boardgame: .....

H. Best Science Fiction Boardgame: .....

I. Best Historical Boardgame: .....

J. Best Family Boardgame: .....

COMPUTER GAMES

K. Best Computer Adventure Game: .....

L. Best Computer Arcade Game: .....

MINIATURE FIGURES

M. Best Fantasy Figures Manufacturer: .....

N. Best SF Figures Manufacturer: .....

O. Best Historical Figures Manufacturer: .....

P. Best Miniatures Rules: .....

PUBLICATIONS

Q. Best Games Magazine: .....

R. Best Fan Magazine: .....

NEW GAMES

S. Best New Role-Playing Game: .....

T. Best New Boardgame: .....

U. Worst New Game: .....

OTHERS

V. Best Games Manufacturer: .....

W. Best Software Manufacturer: .....

X. Best Games Inventor: .....

Y. Best Games Personality: .....

Senders Name: .....

Address: .....

I hereby declare that I have voted only once in the 1985 **GAMES DAY AWARDS** ballot.

Signed .....

Games Day is an annual event organised and sponsored by Games Workshop Ltd.

WHITE DWARF

Issue 67 July 1985

EDITOR: Ian Livingstone
ASSISTANT EDITOR: Ian Marsh
ART EDITOR: Mary Common
PRODUCTION ARTIST: Brian Cumming
PASTE-UP ARTIST: Shelagh Dwyer
COVER: Mark Bromley
ILLUSTRATION: Trevor Hammond, Gary Ward, Nicholas Bibby, Steve Luxton, Bill Houston, Brian Williams, John Blanche
TYPESETTING: Anne Kiernan
CONTRIBUTING EDITORS: Dave Langford, Bob McWilliams, Dave Morris, Joe Dever
ADVERTISING: Jon Sutherland
PUBLISHER: Games Workshop Ltd
Printed in England
All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Rd, London NW10 6JP.

After nearly ten years of running a poor second to the USA in the creation of fantasy games, I believe that at long last, Britain is quickly catching up. First came the solo gamebooks pioneered by Steve Jackson and myself in 1982. The quality of British miniatures is outstanding. Take a look at *Citadel's Lord of the Rings* figures. And wait until you see the forthcoming *D&D* figures! As for games, *Talisman* and *Battlecars* have been nominated for awards at *Origins '85*, and no doubt *Golden Heroes* will follow them. And last, but not least, there is *White Dwarf*, but I don't need to tell you how good that is!

FEATURES

Haunters of the Dark — *by Graeme Davis* — 6
Fortified spirits for *Call of Cthulhu*

Peking Duck — *by Phil Masters* — 18
Golden-fried *Heroes* adventure

A Murder at Flaxton — *by Michael Heaton* — 28
A rum business for *AD&D* characters

Parlour Game — *by Stephen Dudley* — 36
Sticky endings in *AD&D*

DEPARTMENTS

Open Box — 12
Takes the lid off *Star Ace, Monster Coliseum* and *DragonLance*

Critical Mass — *by Dave Langford* — 14
Science fiction and fantasy book review column

RuneRites — *edited by Dave Morris* — 16
Alternative magic for *RQ* barbarians

Thrud the Barbarian — *by Carl Critchlow* — 17
Thrud and Lymara get it together

The Travellers — *by Mark Harrison* — 24
Hayes feels the odds are against him . . .

Starbase — *edited by Bob McWilliams* — 25
Social customs in *Traveller*

Letters — 35
Readers' questions, views and comments about the hobby

Fiend Factory — 40
The Vivimancer – a powerful ally for *AD&D*

Tabletop Heroes — *by Joe Dever* — 44
The Magic Frame – taking photographs of your models

Treasure Chest — 47
A well-packed page . . .

Newsboard — *by Jon Sutherland* — 49
All that's latest in the hobby, plus *Gobbledigook*

Small Ads — 51
Hobby services, contacts, games for sale and announcements

SUBSCRIPTIONS:
Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01 965 3713. *White Dwarf* is published monthly. Annual subscription rates are: **UK - £11.00; Europe - £22.00; other overseas surface - £22.00; other overseas airmail - £33.00; USA** - contact *Games Workshop US*, 9110F Redbranch Road, Columbia, MD 21045, USA, 301 964 0262.

SUBSCRIPTION NOTICE:
When you want to inform us of a change of address or subscription renewal, or if you have an query, please write to *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP and make sure you tell us your present name and address (*old* address if address is changing). When you subscribe, please tell us whether you are renewing an old subscription or starting a new one.

ISSN 0265-8712.

OVERSEAS DISTRIBUTORS:
USA: Games Workshop (US), 9110F Red Branch Road, Columbia, MD 21045.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.

Your attention is drawn to the advertisement on the back cover of this magazine for *DUNGEONS & DRAGONS*® miniatures. The following notices have been omitted from the advertisement, and *Games Workshop Ltd* wish to apologise for this omission.

DUNGEONS & DRAGONS® is a trademark owned by and used under license from *TSR Inc.*

DUNGEONS & DRAGONS® miniatures are approved by *TSR Inc.* The publisher of the 'Fantasy Role-Playing Games' sold under the trademarks *DUNGEONS & DRAGONS*® and *ADVANCED DUNGEONS & DRAGONS*®.

©*TSR Inc.* All Rights reserved

All subject matter in *White Dwarf* is copyright of *Games Workshop* Ltd.
All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©*Games Workshop Ltd, 1985. Dungeons & Dragons*® and *Advanced Dungeons & Dragons*® are registered trademarks of *TSR Hobbies Inc. RuneQuest*™ is a registered trademark of *Chaosium Inc. Traveller*™ is a registered trademark of *Game Designers' Workshop.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

HAUNTERS OF THE DARK

Ghosts, a Non-Mythos Adversary for Call of Cthulhu, by Graeme Davis

Ghosts are variously thought to be the disembodied life-forces of dead humans, or entities inadvertently created by events of great psychic tension. They are non-corporeal beings, normally solitary and invisible, and generally haunt areas of past evil or violence, attacking intruders by the use of various telepathic and psychokinetic abilities.

Not all ghosts are malign, and most of the more intelligent spirits will have a reason for their actions. The ghost of a murder victim, for example, may only attack those who remind it of its murderer, or who trespass in the place of its death. This is not to say that there do not exist ghosts which are wholly evil and dedicated to the torment of the living. Each ghost must be treated as an individual, and its actions governed by its personal abilities and past history.

ATTRIBUTES

Being a non-corporeal entity, a ghost does not possess physical attributes of STR, CON or DEX. SIZ may be generated as a guideline for describing its Visual Materialisations (see below). The main attribute of a ghost is POW, which governs the abilities available to it, and also takes the place of Hit Points. Any damage done to a ghost is deducted from its POW; when this reaches zero the ghost is rendered inactive. INT should be borne in mind when deciding its actions.

COMBAT

Because of their immaterial state, ghosts may not attack or be attacked by physical means, though they may be attacked with a weapon such as a sword which has been enchanted magically for that very purpose (by using the spell *enchant item*, for example). An enchanted weapon does half normal damage, which is deducted from the ghost's POW as stated above. Since a ghost is normally invisible, it may only be attacked in this manner when it is Visually Materialised.

CHARACTERISTICS

	Range	*Average*
STR	–	–
CON	–	–
SIZ	3d6	10-11
INT	3d6	10-11
POW	4d6	14
DEX	–	–

Move: 12
Weapon: Abilities only
Armour: None
SAN loss: Unless otherwise stated under the individual ability description below, SAN point costs are as follows:
Witnessing Minor Manifestation – 1d2;
Witnessing Major Manifestation – 1d4;
Suffering Minor Attack – 1d4+2
Suffering Major Attack – 1d6+2

GHOST ABILITY DESCRIPTIONS

Minor Manifestations

1. Cold. Causes intense but harmless cold in a 20' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.

2. Dust Devil. Enables the ghost to cause an unnatural stirring among leaves, dust, papers, etc. Costs 1 POW, and can be maintained for up to 5 rounds.

3. Gust of Wind. Can be used to slam doors, extinguish candles, raise quantities of dust into a cloud, etc. Costs 1 POW.

4. Light. Creates either a number of small, winking points of light in a 3' radius, or one 10" diameter ball of light, similar to a Will-o-Wisp. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.

5. Liquid. Enables the ghost to manifest itself in pools of mud, blood, slime, etc. Costs 4 POW; the pools will vanish in 2-20 rounds.

6. Mist. Creates a swirling mist in an enclosed area of not more than 10' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. It will be disrupted by draughts or wind.

7. Noise. Generates a noise of the ghost's choosing – moaning, tapping, etc. Costs 1 POW, lasting for up to 5 rounds.

8. Smell. Produces a foul atmosphere in a 10' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. The smell may be disrupted by a strong draught or breeze.

MAJOR MANIFESTATIONS

1. Communication. Permits the ghost to send a message in the form of telepathic images to one living person. Costs 2 POW per message (lasting 1 round), plus 1 POW per 20 SAN of the receiver. If the receiver makes his or her SAN roll, the message will not be received.

2. Dread. Creates a general feeling of unease and tension within a 30' radius. Costs 5 POW, and lasts for 10 rounds. Characters within the area of effect must make a SAN roll every round, losing 1 SAN on every failed roll. Any character losing 4 SAN will turn and flee, losing no more SAN but attempting a SAN roll every round in order to throw off the panic.

3. Extinguish Light. Costs 1 POW for a candle, oil lamp, etc, 2 POW for a gas light, and 3 POW for an electric light or battery lamp. This POW cost will extinguish the light for 5 rounds, and a further similar expenditure will keep it extinguished for another 10 rounds.

4. Illusion. As the Minor Manifestation, Mist, above, but POW costs are doubled. The ghost may create images of any descrip-

GHOST ABILITIES

A. Minor Manifestations
1. Cold
2. Dust Devil
3. Gust of Wind
4. Light*
5. Liquid
6. Mist*
7. Noise
8. Smell

B. Major Manifestations
1. Communication*
2. Dread
3. Extinguish Light*
4. Illusion*
5. Move Object
6. Shatter
7. Shifting Form*
8. Visual Materialisation*

C. Minor Attacks
1. Control Small Animals
2. Fascination*
3. Glimpse*
4. Hurl Object
5. Influence*
6. Laceration
7. Push
8. Scream*

D. Major Attacks
1. Aging*
2. Blindness*
3. Chill Touch*
4. Illusory Attack*
5. Nightmare*
6. Possession*
7. Psychic Violence*
8. Ride*

* These abilities are only usable at night.

The number of abilities which a ghost can use is governed by its initial POW (subsequent increases in POW do not bestow additional abilities). Once the number of abilities has been calculated on *Table 1*, they may be diced for randomly or selected by the Keeper. Note that some abilities are prerequisites for others (see the descriptions of the abilities below for full details).

Table 1: Ghost Abilities

Initial POW	Minor Manifestation	Major Manifestation	Minor Attack	Major Attack
4	1	–	–	–
5	1	–	–	–
6	1	–	–	–
7	2	1	–	–
8	2	1	1	–
9	2	1	2	–
10	3	2	2	–
11	3	2	3	–
12	4	3	3	–
13	4	3	3	1
14	5	3	3	1
15	5	3	4	1
16	5	4	4	2
17	6	4	5	2
18	6	5	5	2
19	7	5	6	2
20	7	6	6	3
21	7	6	6	3
22	8	6	7	3
23	8	7	7	3
24	9	8	8	3

tion within the mist. If this is done with the intention of deceiving any onlookers (rather than, say, for communication), the victims are permitted an INT×4 roll to penetrate the illusion.

5. Move Object. A minor form of Psychokinesis, which can move any *loose* object (ie which is not nailed down or otherwise secured) at a speed not exceeding 3mph. Costs 1 POW/10lb of weight, lasts for one round. May be used aggressively.

6. Shatter. Causes one object of glass, ceramic or a similar brittle substance to shatter violently, showering shards on any within 5' (or below). Anyone caught in the explosion of shards must make a Luck roll; if this is failed, they have received a number of small cuts and must shake out their coats, shoes, etc, before proceeding. If any character rolls 00, the lacerations are more serious, causing 1-2 points of damage and possibly involving the loss of an eye. This ability costs 4 POW.

7. Shifting Form. May only be used in conjunction with Visual Materialisation. Enables the form of the materialisation to shift continually, confusing viewers and adding an extra 1d4 to SAN loss (1 point if SAN roll made). Adds 1 POW per 5 rounds to the cost of materialisation.

8. Visual Materialisation. The ghost may become visible in one of two forms: either as in life or as a rotting corpse after 2-3 months' decomposition. Costs 3 POW for the first 5 rounds, 1 POW per 5 rounds thereafter. Viewers' SAN loss is 1d4+2 if the latter form is chosen (1 point if SAN roll is made).

MINOR ATTACKS

1. Control Small Animals. Enables the ghost to direct the actions of up to 100 insects, 50 mice or 20 rats or bats, or similar numbers of other small animals. They may be directed to carry out any action, including attacking up to two characters at any one time. Each attack will inflict 1 point of damage per round, but the ghost must remain within 10' in order to maintain control, and the animals will not be able to overcome any natural aversion such as that of fire. Costs 5 POW, lasts up to 5 rounds.

2. Fascination. May only be used in conjunction with a *visible* manifestation of some kind, and may be directed against one victim per 5 points of the ghost's initial POW. Each victim must make a SAN roll or stand transfixed, gazing at the manifestation. Costs 3 POW per victim; each round after the first each victim is allowed an INT×5 roll to try and break the fascination. By the expenditure of another 1 POW per victim, the ghost may lure them towards the manifestation. As they stumble forward, each victim must make a Luck roll each round at a cumulative 5% penalty to avoid tripping or walking into an obstruction. The ghost may deliberately lead victims into dangerous surroundings. The fascination lasts until broken by the victim, or until the victim is attacked, touched or otherwise brought back to reality, and when the fascination is broken by the first victim the manifestation must also come to an end, regardless of its normal duration. Victims who have succumbed to the fascination lose 1 SAN if the SAN roll is made.

3. Glimpse. This is a limited form of Visual Materialisation, and may be used to work on the nerves of *one* victim. At a cost of 2 POW, the ghost can cause its image to appear fleetingly in mirrors, glass panels or any other reflective surface at which the chosen victim looks, for a period of 10 rounds. The attack may be prolonged for a further 5 rounds only by the expenditure of an additional POW point, but cannot exceed 15 rounds duration. The victim must make a SAN roll each round, losing 1 SAN for every *two* failed rolls.

4. Hurl Object. An object up to 10lb in weight may be hurled at a cost of 1 POW/lb weight. When used to attack, the missile has a 45% chance of hitting the target, and will inflict 1 point of damage per pound of weight.

5. Influence. May only be used in conjunction with a successful Communication. The ghost forces one victim into a POW vs POW conflict, and, if successful, may force the victim to perform *one* fairly simple action which takes no longer than two rounds and which is not homicidal or reckless. Once the action is completed, the victim will have no recollection of the Communication or of having performed the task. This ability costs 1 POW per 10 points of the victim's current SAN.

6. Laceration. At a cost of 4 POW, the ghost may cause lacerations such as small scratches and bites to appear on one victim. Each attack inflicts 1 point of damage.

7. Push. At a cost of 3 POW, the ghost may attack one target with a psychokinetic blow. The blow will automatically hit the target, and will cause damage as a normal fist attack. The target must also make a DEX×5 roll to avoid being knocked over by the force of the blow. This ability may not be used if the ghost is Visually Materialised.

8. Scream. May only be used in conjunction with a Noise manifestation. The ghost may produce a shattering scream, costing a further 3 POW, at the sound of which all within earshot must make a SAN roll or lose SAN as for any other Minor Attack.

MAJOR ATTACKS

1. Aging. This attack is similar to Chill Touch (qv), except that instead of taking physical damage the victim must make a POW×5 roll based on *current* POW or be aged by d3×10 years. For each 10 years of the aging effect, the victim must make a Luck roll or lose 1 point of STR, DEX or CON (determined randomly). For each attribute point lost by the victim, the ghost gains 1d3 POW from its victim's life energy. This ability costs 5 POW, and may only be used once on any one victim.

2. Blindness. At a cost of 4 POW, the ghost may force one victim into a POW vs POW conflict, and if successful the victim is struck blind for a number of hours equal to the ghost's initial POW, and must make a SAN roll every hour or lose 1-2 SAN.

3. Chill Touch. May only be used in conjunction with Visual Materialisation. At a further cost of 7 POW, the ghost may cause one of its hands to become semi-material in order to strike once. Attack percentage is as for normal fist attack, and a hit will cause 1d4 damage and require the victim to make a CON×5 roll or suffer a cardiac arrest (a further CON×5 roll to survive, victim is incapacitated for 30-CON days). The semi-material hand may be attacked physically, but its small size and semi-material nature will impose a −25% penalty on any attack rolls against it. Damage is deducted from the ghost's POW. This ability may only be used once per night.

4. Illusory Attack. May only be used in conjunction with Visual Materialisation. At a further cost of 4 POW, the ghost may force one victim to make a POW vs POW resistance roll as it makes to attack. If the roll is failed, the attack will cause a cardiac arrest in the same way as Chill Touch (unless a CON×5 roll is made). One attack may be made per materialisation.

5. Nightmares. May only be used in conjunction with Communication. This ability may be used to intrude upon the dreams of one sleeping victim. If the ghost succeeds in a POW vs POW struggle the victim must make a SAN roll or lose 1d6 SAN. This ability costs an additional 3 POW.

6. Possession. In order to possess a victim, a ghost may expend any number of POW points, this number being used in a POW vs POW struggle with the victim. If successful, the ghost occupies the victim's body, which becomes totally subject to its will. The victim may make a POW×5 roll every other round in order to initiate another POW vs POW struggle to throw off the possession. The ghost may withdraw voluntarily at any time, but if the body is killed it must make a POW×5 roll to avoid being destroyed; otherwise it returns to ghost form. When a ghost is driven or withdraws from a possessed body, the victim must make a CON×5 roll to avoid instant death, and a roll against half their SAN to avoid the loss of 1d10 SAN. Even if this latter roll is successful, the victim will lose 1d4 SAN.

7. Psychic Violence. At a cost of 6 POW, the ghost may force one victim into a POW vs POW conflict. If successful, the victim will lose SAN equal to half the ghost's current POW; this loss is halved again if a successful SAN roll is made. If the attack fails, the victim must still make a SAN roll or lose 1d4 SAN.

8. Ride. This ability may only be used in conjunction with a Visual Manifestation. The ghost may attack one *sleeping* victim, after the manner of the succubus of folklore, intruding on his or her dreams and 'riding' them until dawn or they are interrupted. The ghost may expend any number of POW points. These are used to calculate a POW vs POW conflict which is diced for every hour of the ride. Each time the ghost is successful, the victim loses 1 POW *permanently*; this is taken by the ghost and is added to his POW (increasing his maximum POW at the same time). On waking, the victim must make a SAN roll or lose 1d4+2 SAN; if it is successful they must still lose 3 points. If the victim's POW should reach zero he or she is dead, drained of all life by the ghost.

REGAINING POW

All ghosts regain POW at the rate of 2 points every 24 hours; if a ghost is reduced to zero POW it is temporarily disrupted but not destroyed, though an Exorcism performed under these circumstances has a 100% chance of success with no POW loss for the exorcist. (There will be more on Exorcism, and Clergymen as a profession, in next month's *Crawling Chaos*.)

SPECIAL GHOST TYPES

The following are a few common types which appear in British

folklore, treated in terms of the above system. The list is by no means exhaustive, and Keepers should feel free to add to it.

THE BANSHEE

The Banshee is exclusively a female spirit, and normally haunts a particular building or family. In some cases she is the ghost of a young woman who died violently in the place that is now haunted; in others she may just be the woman of the family who died when young.

For much of the time a Banshee is inactive. She wails as a portent of death for the member of the family to which she is attached, and will often be heard rather than seen. Where Visual Manifestations have been recorded, she takes the form of a young and often beautiful woman, with flowing hair, a pale complexion, and eyes red from continual crying.

A variant form of Banshee is the Bean-Nighe, or 'Little Washer By the Ford', believed to be the spirit of a woman who died in childbirth and doomed to exist as a ghost until the time when she would have passed away from old age had she lived. She is invariably visible, seen apparently washing clothes in a river – the funeral shroud of someone in the family or village she is attached to who is about to die. Her Visual Materialisation normally presents a more matronly appearance than that of a Banshee.

While the manifestation of these spirits is often a portent of death, most commonly through age or disease, they do not seem to be responsible for the deaths and are seldom aggressive, though their lament is highly unsettling. The Keeper might optionally rule that a person for whom a Banshee appears must make a CON×5 roll on each nightly manifestation in order to survive to the next dawn. Each appearance will reduce the percentage chance of recovery through medicine or other means by an amount equal to the Banshee's POW.

Characteristics

	Range	*Average*
STR	–	–
CON	–	–
SIZ	2d6+3	10
INT	3d6	10-11
POW	1d6+6	9-10
DEX	–	–

Abilities:
A. Noise
B. Visual Materialisation
C. Scream
SAN loss: By abilities used.

THE BLACK DOG

Characteristics

	Range	*Average*
STR	–	–
CON	–	–
SIZ	2d6+6	13
INT	3d6	10-11
POW	1d6+10	13-14
DEX	–	–

Abilities:
A. None
B. Visual Manifestation
C. None
D. Psychic Violence
SAN loss: 1 point for seeing the Black Dog, otherwise none unless attacked. In many cases Black Dogs are mistaken for large, normal dogs.

Black Dogs appear in several parts of the British Isles. The origin of some is unexplained, whilst others appear to be the form taken by certain human spirits. All appear as large black dogs, about the size of a calf, with a shaggy coat and glowing fiery eyes. On most occasions they will go about their inscrutable business, taking no heed of anyone they encounter. Some have been known to appear as a death omen in the same way as a Banshee, while others guard churchyards, and a few have been known to help people overcome unexpected dangers. One story tells of a traveller who suddenly found himself accompanied by a Black Dog whilst walking through a forest at night, and later learned that certain of his enemies were planning to waylay him but were deterred by the sight of the beast. Another tells of a Black Dog which prevented the crew of a fishing-boat from reaching the harbour as they were about to embark on a night-fishing trip. Towards dawn a sudden storm blew up in which the boat would certainly have been lost had it sailed. Mostly, however, these beings seem content to leave alone and be left alone. Anyone who speaks to them, strikes at them, or otherwise tries to approach or deter them will be summarily attacked with Psychic Violence, and the Black Dog will continue on its way.

THE POLTERGEIST

The Poltergeist is normally found indoors, and will generally be haunting a particular person (typically an adolescent girl). It appears to be mischievous rather than vicious, and uses a wide range of psychokinetic powers to hurl objects about in any room its victim occupies. Some theories maintain that many, if not all, Poltergeist hauntings are actually uncontrollable bursts of latent telekinetic energy from the victim rather than a true ghostly manifestation; nevertheless, it is treated as a ghost here.

Characteristics

	Range	*Average*
STR	–	–
CON	–	–
SIZ	–	–
INT	2d6	7
POW	2d4+4	9
DEX	–	–

Abilities:
A. Dust Devil, Gust of Wind, Noise
B. Move Object, Shatter
C. Hurl Object, Push
Note that not all Poltergeists will have all these abilities.
SAN loss: By the abilities used.

THE WILL-O-WISP

The Will-o-Wisp invariably haunts wild areas, and shows a marked preference for bogs and wetlands. It manifests itself as a floating ball of light and appears to travellers in an attempt to lead them astray amongst the quicksands and sinkholes. It is rumoured that some may feed on the ebbing life force of a drowning victim, perhaps using a variant on the Ride ability. It may be that these entities do not regain POW in the normal way, but constantly need to replenish it by this other method. This matter is left for the Keeper to decide, as he sees fit. □

Characteristics

	Range	*Average*
STR	–	–
CON	–	–
SIZ	–	–
INT	1d6	3-4
POW	2d4+2	7
DEX	–	–

Abilities:
A. Light
B. None
C. Fascination
D. Ride (see above)
SAN loss: By abilities used.

UK4 WHEN A STAR FALLS

by Graeme Morris

Hurled like a blazing spear from the night sky, the shooting-star would shape the fates of many — so it was written. The adventurers have the chance to reforge destiny. There is everything to gain.... or to lose.... when a star falls.

***When A Star Falls** is an AD&D® Adventure for 6-10 characters of levels 3-5.*

UK5 EYE OF THE SERPENT

by Graeme Morris

Gazing down from the pinnacle of Hardway Mountain, who would not be drawn by the far-off glint of the Serpent's Eye? The descent will be hard, for the mountain knows neither mercy nor compassion.

***Eye Of The Serpent** is a one-on-one, first level, AD&D adventure, which can also be used for a party of 4-6 characters.*

UK6 ALL THAT GLITTERS...

by Jim Bambra

Ahead the river breaks into white water; these must be the rapids marked on your mysterious parchment. Idly, your thoughts drift to the treasures promised at the journey's end. Only the bravest will live to discover that all that glitters is not gold, but much, much more!

An AD&D Adventure for 5-8 characters of levels 5-7.

TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD. Tel: (0223) 212517

AD&D is a trademark of TSR, Inc. USA

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS —

SHOP OPEN *9.30-1.30. 2.30-5.15 on Mon, Tues, Thurs, Fri*
9.15-5.15 on Saturday
Closed all day Wednesday

Wide selection of boards, pieces & sets for CHESS, GO, SHOGI, MAH JONG, BACKGAMMON, TRI-CHESS, CITADEL, RAL PARTHA, Q.T., DENIZEN + ASGARD, Fantasy and Science Fiction miniatures at manufacturer's prices. P&p 10% (30p min.-£1.30 max.). Overseas p&p 30% (80p min.)

● Come & see the BIGGEST & BEST Selection of Games, Rules & Accessories in the South

Science Fiction

Dune (AH) **£16.95**
Spice Harvest **£10.95**, The Duel **£14.95**
★ Judge Dredd **£7.95**
Freedom in the Galaxy (AH) **£20.95**
★ Starfleet Battles (TF) I & II **£24.95 ea.**
Captain's Logs 1, 2, 3 **£6.50**
★ SSD Books 1, 2, 3, 5 **£5.50 ea.**
★ SFB Commanders Rulebook 1, 2 **£10.95 ea.**
☆ Update 1 **£6.95**, Reinforcements **£8.95**
★ Battlecars (GW) **£7.95**
★ Ogre, GEV **£7.50 ea.**, Ogre Book (SJG) **£5.95 ea.**
◇ Starfire 1, 2, 3 (TF) **£4.95 ea.**
★ StarFire (TF) Bxd **£16.95**
Creature . . . Sheboygan (SPI) **£3.95**
Stargate **£2.95**, Bxd **£4.95**
Starforce Alpha Centauri **£4.95**, Bxd **£6.95**
Star Soldier **£4.95**, Bxd **£6.95**
Dawn of the Dead (SPI) **£5.95**
Demons Run (YAQ) **£5.95**
Marine 2002 (YAQ) **£12.95**
Rescue from the Hive (SPI) **£5.95**
Shooting Stars (YAQ) **£11.95**
Star Quest (OSG) **£2.95**
Millenium, Idro (IT) **£15.95 ea.**
★ Hammer's Slammers (May) **£17.95**
Sword and the Stars (SPI) **£7.95**
Universe (SPI) R **£12.95**
Car Wars (SJG) **£7.95**
CW Expansion Kits 1-6 **£5.50**
CW Sunday Drivers (SJG) **£7.95**
CW Truck Stop (SJG) **£7.95**
CW Convoy S **£6.95**
★ AutoDuel Champions (SJG) **£7.95**
Star Frontiers (TSR) R **£9.95**
Modules SF1, SF2, SF3, SF4 **£4.95 ea.**
Screen **£4.50**
SF Knight Hawks **£9.95**
Module SFKH1, SFKH2,3 **£4.95 ea.**
Ringworld (Ch) R **£29.95**
Companion **£10.95**
Star Ace (Pace) **£16.95**
Adventures 1, 2, Screen **£6.95 ea.**
The Last Starfighter **£14.95**
Starfighter Duel **£6.95**
Paranoia **R £19.95**
Screen **£5.95**, Adv. Orange **£6.95**
Stellar Conquest (AH) **£24.95**

SF-Traveller R, S (GDW) £8.95

Traveller Book **£12.95**
Highguard, Mercenary Scouts **£5.95**
All Supplements **£4.95 ea.**, Introduction **£1.95**
Atlas of the Imperium **£7.95**

Scenarios

The Adventure Book **£12.95**
★ Signal GK **£4.95**
Earlier Adventures (1-12) and Double Adventures 1-6 **£3.95 ea.**
Doom of the Singing Star (JG) **£8.95**
Disappearance at Aramat **£5.50**
★ Tarsus (Module 1) **£15.95**
★ Module 2: Beltstrike **£15.95**
Alien Module 1: Aslan 2,K'Kree, 3 Vargr, 4 Zhodani **£7.95**

SF-Star Trek R (FASA) £9.95

★ Ship Combat **£9.95**, Update **£6.95**
Trader Captains & Merchant Princes **£6.95**
The Klingons **£10.95**
Enterprise Ship Plans **£16.95**
Klingon Deck Plans **£15.95**
★ Tricorder **£7.95**

Scenarios:

The Vanished, Witness for the Defense
Denial of Destiny **£6.95 ea.**
Demand of Honour, Margin of Profit
The Orion Ruse **£6.95**
★ Termination 1456, The Outcasts **£6.95 ea.**
StarTrek Mini-Games **£6.95**
In Search of Spock, Struggle for the Throne, StarTrek Duels I & II

Ysgarth Rule System R £11.95

Supplements 1-4 **£2.75 ea.** or **£9.95 the set**
Ysgarth Adventures **£1.70**
★ Adventures from the Abyss **£2.95**
Mini-Systems: Weres **£1.20**
Character Role Playing **£1.70**
Uttgart & Wyrdworld Scenarios **£1.70**
Abyss Magazine **£1.40**

Role Playing Aids

◇ Handbook of Traps & Tricks (DT) **£7.95**
Monster File No. 1 (DT) **£4.95**
Dungeon Floorplans 1-4 **£2.99 ea.**
Grimtooth's Traps 1, 2 **£3.75**
★ City Book 1 **£5.95**
★ Dragon Tree Spellbook (DT) **£5.95**
★ Book of Artifacts (DT) **£5.95**
★ Book of Plots (DT) **£5.95**
Desert Plots (DT) **£5.95**
AC1 **£4.50**, AC2 **£4.95**, AC3 **£3.95**
World of Greyhawk (TSR) **£9.95**
Lost World Combat Books (Nova) **£1.99 ea.**
Rogues' Gallery (TSR) **£4.50**
Dwarfs, Dark Folk, Wizards (May) **£6.95**
Elves, Fantastic Treasure, Dragons **£8.50 ea.**
Cards of Power **£6.95**, Chilling Chambers, Alluring Alcoves, Sylvan Settings, Fantastic Furnishings **£4.95 ea.**
★ Flextiles Sets 1-5 **£1.95 ea.**
★ Necromican **£4.95**
★ Booty & the Beasts **£6.95**
Book of Swords **£4.95**
★ AC4—Book of Marvellous Magic (TSR) **£4.95**
★ DM's Book of Misfit Magic I,II (Tri Tac) **£1.75**
★ New DM's Screen (TSR) **£4.95**
★ Palladium Books of Weapons & Armor, Weapons & Castles, Weapons & Assassins, Weapons of the Orient, Contemporary Weapons **£4.95 ea.**
Spellcasters' Bible (TriTac) **£5.95**
Monster Squash **£1.75**
The Armoury **£9.95**

Fantasy — Role Playing Dungeons & Dragons (TSR) R

★ Basic Set **£9.95** D&D Expert Set **£9.95**
★ Companion Set **£9.95**
Players Handbook, Monster Manuals I & II, Fiend Folio, Legends & Lore **£10.95 ea.**
Dungeon Masters Guide **£11.95**
TSR Adventure Modules (levels) (1-3) B1-7, N1, U1,2,3, BSolo, T1, N1, U1, U2, U3 ★ B8 **£4.95** ★ C3 **£3.95**
M1, 2, MV1 (Solo) UK5, DL1,2,3,4,5 **£4.95 ea.**
(2-4) L1, (2-5) ★ L2, (3-5) U3 **£4.95 ea.**
★ XSOLO (4-6) – Lathan's Gold **£4.95**
(3-14) X1, 2, 3 (6-9) X4,5 (9-12) X6,7,8,01,2 **£4.95 ea.**
(9-12) EX1, 2 **£4.95 ea.** XL1 **£4.95**
★ (3-5) UK-2, UK-3, UK-4 **£4.95 ea.**
(4-7) A1, 2, 3, 4 UK1, UK5, C4 [illegible]
(5-7) I1,2,3,4,C1,C2, UK6 [illegible]
(5-10) S2 **£3.95** (6-1[illegible]
(6-10) WG4 (6-14) S
★ (7-9) I5 **£5.50** (8-12) S[illegible]
(6-9) G1-2-3 **£4.95**, (+)
(10-14) D3, Q1 **£4.95 ea.**
(9-12) WG5 (10-14) CB1,C[illegible]
(15+) CM1,CM2,CM3 **£4.95**

Runequest III (AH) R

Individual sets: GM Box **£26.95**
Players Box **£20.95**
★ Monster Coliseum **£16.95**
Scenarios
Solo Quest **£5.95**
Scorpion Hall (Solo II) **£4.95**

Middle Earth Role Playing (ICE)

Boxed **£9.95**
Sourcepacks: Bree, Dagorlad, Shelob's Lair, Trollshaws **£5.95 ea.**

Rolemaster (ICE) £29.95

Arms/Claw Law **£11.95**
Spell Law **£13.95**, Arms Law **£7.95**
Character Law, Campaign Law **£9.95 ea.**
Cloud Lords, Sinking Plains **£9.95 ea.**
Iron Wind **£7.95**

Middle Earth Play Aids

Guide/Map **£8.95**
Northern Mirkwood, Isengard, Umbar, Ardor, Angmar **£9.95 ea.**
Southern Mirkwood, Moria I **£9.95 ea.**
Rangers of the North **£9.95**

Other Role-Playing Games

★ Arduin Trilogy **£19.95**, Lost Arduin **£8.95**
Aftermath (FGU) **£20.75**
Into the Ruins **£5.45**
Operation Morpheus **£6.95**
Sydney Wilderness Campaign **£5.95**
Alma Mater **£7.95**
Boot Hill (TSR) **£9.50**
Ref's Screen & Modules 1-5 **£3.95 ea.**
Bushido (FGU) **£7.95**. Modules **£4.45, 95p**
★ Chill **£16.95**
Village of Twilight, Highland Terror and other scenarios **£6.95**, Things **£8.95**
Chivalry & Sorcery (FGU) **£17.75**
Sourcebooks 1 **£6.95**, 2 **£5.75**
Swords & Sorcerers **£5.45**
★ The Dragon Lord & The Songsmith **£4.45 ea.**
Champions (Hero) **£13.95**
Champions 2 **£7.95**, 3 **£7.95**
Enemies 1 & 2 **£4.95 ea.**
Adventures 1-4 **£4.95 ea.**
Circle/METE (Organzn Bk 1) **£4.95**
Dare Devils (FGU) **£13.45**. Adv 1-3 **£4.45 ea.**
Dragonquest Adv 1,2,3 £3.50, Screen **£1.95**, Frontiers of Alusia **£2.95**
★ Golden Heroes (GW) **£8.95**
★ Heroes Unlimited (Pd) **£12.95**
★ Indiana Jones RPG (TSR) **£9.95**, IJ1, IJ2, IJ3 **£4.95 ea.**
★ Justice Inc. (Hero) **£13.95**
Trail of the Golden Spike **£4.95**
Lands of Adventure (FGU) **£10.75**
Lords of Creation (AH) **£12.95**
Horn of Roland, Yeti Sanction, Omegakron **£7.80 ea.**
Marvel Superheroes Game (TSR) **£10.50**
Modules MH1,2,3,4,5 **£2.95 ea.**
Accessories MHAC1,2,3,4 **£2.95 ea.**
Mechanoid Invasion (Pd) **£3.25**
Journey **£4.95**. Homeworld **£6.50**
Merc (FGU) **£10.75** Suppl **£4.45**
Mercenaries, Spies & Private Eyes **£5.50**
Jade Jaguar S **£1.95**, Stormhaven **£5.50**
Raid on Rajallapur **£5.50**
Morrow Project **£4.95**
Lucifer, Chicago, Starnaman **£4.95 ea.**
★ Palladium RPG (Pd) **£17.95**
Arms of Nargash Tor **£4.95**
★ Pendragon (Ch) **£28.95**
Powers and Perils (AH) **£24.95**
Perilous Lands £20.95
Book of Tables **£9.50**
Privateers & Gentlemen (FGU) **£14.95**
Heart of Oak **£5.95**
Decision at Djerba **£4.45**
King Over the Water **£5.45**
★ Psi-World (FGU) **£10.75**
★ Stalking the Night Fantastic (TriTac) **£11.95**
Hells Night **£4.95**, Haunts **£4.95**
Superworld (Ch) **£24.95**. Module **£5.95**, Havoc **£10.95**, Companion **£10.95**
Stormbringer (Ch) **£24.95**, Companion **£10.95**
★ Timemaster (Pace) **£16.95**
Scenarios & Screen **£6.95**
To Challenge Tomorrow (RagN) **£6.95**
Triad **£3.95**, London By Night **£5.95**
★ Toon (SJG) **£9.95**
★ Toon Strikes Again (SJG) **£5.50**
Tunnels & Trolls (FBI) **£8.95**, Rulebook **£5.95**
Group Dgns, Solo Dgns **£2.95 ea.**
[illegible]ked Doom, Deathtrap Equalizer, Sea of [illegible]ystery, Silvered Pane, Gamesmen of Kasar, [illegible]aptif d'Yvoire **£1.95 ea.**
[illegible]ilight 2000 **£24.95**
Free City of Krakow **£7.95**
[illegible]ictorian Adventure (SKS) **£3.50**
[illegible]illains & Vigilantes (FGU) **£10.75**, Rules **£5.95**
Modules 1-5 **£4.45 ea.**
Warhammer **£9.95**, Forces of Fantasy **£6.95 ea.**

Call of Cthulhu (Ch) £9.95

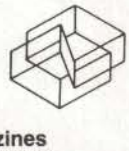
Cthulhu Companion **£8.95**, Screen **£6.95**
Arkham Evil, Death in Dunwich **£7.95 ea.**
Shadows of Yog-Sothoth, Asylum, Fungi from Yuggoth, Curse of the Cthonians, Trail of Tsathogghua **£10.95 ea.**
Pursuit to Kadath, Whispers from the Abyss **£9.95**
Monhegan Island **£5.50**
Masks of Nyarlathotep (5 Scen.) **£19.95**
Glozel est Authentique **£7.95**

James Bond 007 RPG (Vic) £14.95

Manuals: Basic, Q Equipment **£9.50 ea.**
GM Pack 1 **£9.95**, GM Pack 2 **£10.95**
Thrilling Locations **£9.50**
Modules: Octopussy, Goldfinger **£7.80 ea.**
The Man With the Golden Gun **£7.80**
★ Dr. No, You Only Live Twice **£7.80 ea.**
★ Live & Let Die (Tournament Lvl) **£8.65**

Historical Board Wargames

★ Firepower (AH) **£22.95**
★ Yellowstone (AH) **£18.95**
★ Sixth Fleet (Vic) **£30.95**
★ Pax Britannica (Vic) **£24.95**
★ Dark Crusade (WWW) **£12.95**
★ Operation BADR (WEG) **£14.95**
Assault (GDW) **£21.95**
★ Boots & Saddles **£21.95**
Reinforcements **£12.95**
Kesselring (WWW) **£4.95**
Bloody Buna (WWW) **£4.95**
Never Call Retreat (WWW) **£12.95**
Aces High (WWW) **£8.95**
Jena-Auerstadt (SPI) **£5.95**
La Belle Alliance (SPI) **£2.95**
Quatre Bras (SPI) **£2.95**
Dreadnaught (SPI) **£5.95**
Seelowe (SPI) **£5.95**
Bastogne, Arnhem (SPI) **£3.95 ea.**
Patrol (SPI) **£5.95**
Samurai Blades (SG) **£9.95**
Gunslinger (AH) **£20.95**
Tactics (AH) **£12.95**
Bull Run (AH) **£16.95**
Up Front (AH) **£26.95**
Banzai Exp **£12.95**
Ambush (Vic) S **£24.95**
Move Out S **£12.95**
Purple Heart **£22.95**
Hell's Highway (Vic) **£20.95**
Eighth Army: Opern Crusader (GDW) **£14.95**
Normandy Campaign (GDW) **£14.95**
House Divided (GDW) **£10.95**
Soldier King (GDW) **£10.95**
Blue Max (GDW) **£18.95**
Fire in the East (GDW) **£69.95**
Their Finest Hour (GDW) **£39.95**
Fall of France (GDW) **£49.95**
Narvik (GDW) **£27.95**
Marita-Merkur (GDW) **£27.95**
Near East (GDW) **£24.95**
Western Desert (GDW) **£27.95**
Spain and Portugal (GDW) **£15.95**
Third World War (GDW) **£21.95**
Southern Front **£21.95**
Arctic Front (GDW) **£19.95**
Marlborough at Blenheim (WEG) **£5.50**
Fire on the Volga **£19.95**
Battle for the Factories **£22.95**
Arnhem Bridge, 8th Army (Att) **£8.95 ea.**
Forward to Richmond (WWW) **£9.95**
Panzergruppe Guderian (AH) **£18.95**
Hitler's War (AH) **£18.95**
Kingmaker (HPG) **£12.90**



Magazines

Imagine **£1.05**
Nexus **£2.95**
The Space Gamer (SJG) **£2.95**
The Fantasy Gamer (SJG) **£2.95**
The Dragon **£4.00 ea.**
White Dwarf **£1.00**
Traveller's Journal **£2.95**
Heroes (AH), General (AW) **£3.05 ea.**
Miniature Wargaming **£1.05**
Adventurer's Club (Hero) **£2.50**
The Beholder **60p**
Torturer's Apprentice **75p**
J. Senseless Carn Soc **55p**
S.E.W.A.R.S. **65p**
Redfox **65p**, Palantir **50p ea.**
Tempestuous Orifice **60p**
Shadowfire **60p**
Demonsdrawl **50p**
Vacuous Grimoire **50p**
Sorcerer's Apprentice **£3.95**
Fire & Movement **£2.95**
Strategy & Tactics, Ares **£3.95 ea.**
Doombook of Chaos **70p**
Wargamer (+ game) **£7.95**
Autoduel Quarterly **£2.50**
Hounds of Avalar **55p**, Trollcrusher **80p**
Swordplay **70p**, Miser's Hoard **55p**
Wyrm's Claw **65p**, Warlock **£1.00**
Punt & Pass, Dragon Lords **60p ea.**

Do you live in the **Southampton** area? Visit our sister shop **Dragon's Lair** 1a Northam Rd Open 6 days a week Tel: 335988

◇ **Special Offer**
★ **New Arrival**
R Role Playing Rules
S Plays Solo
B Boardgame
M Miniature Rules

These are just some of our games. Our catalogue contains details of virtually all games available in the U.K. Send 20p in stamps & 18p s.a.e. (overseas 4 i.r.c.) for a copy (or free with orders over £6.00)

MAIL ORDER CHARGES: *UK/BFPO/Under £6 – Add 40p. £6 and over – post free*
Overseas Surface Mail – Add 30% (Minimum 90p). Europe Air Mail – Add 40% (minimum £1). Air mail elsewhere – add 75% minimum £1.60) except Yaq. AH & Phl, IT, games – add 100%

Access — Buy it with Access

Payment in Sterling please

You may phone orders and pay by ACCESS

ESDEVIUM GAMES (W7)
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

– NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

Axles Armies

25mm WARHAMMER BATTALIONS

£19.70 + £1.30 P&P

MEN OF THE ORIENT - MEN OF THE WEST
DWARFS - GOBLINS - ORCS -
HIGH ELVES - UNDEAD - SKELETON
PLUS NEW BATTALION BOARFACED ORCS

Each Battalion comes with full points list

15mm FANTASY ARMIES Good and Evil

£16.50 + 98p P&P

NEW!

GRENADIER FANTASY LORDS. FIGURES.

Made in the UK Only £1.25 per pack

RAL PARTHA IMPORTS

New range unseen in this country until now

Axle says:

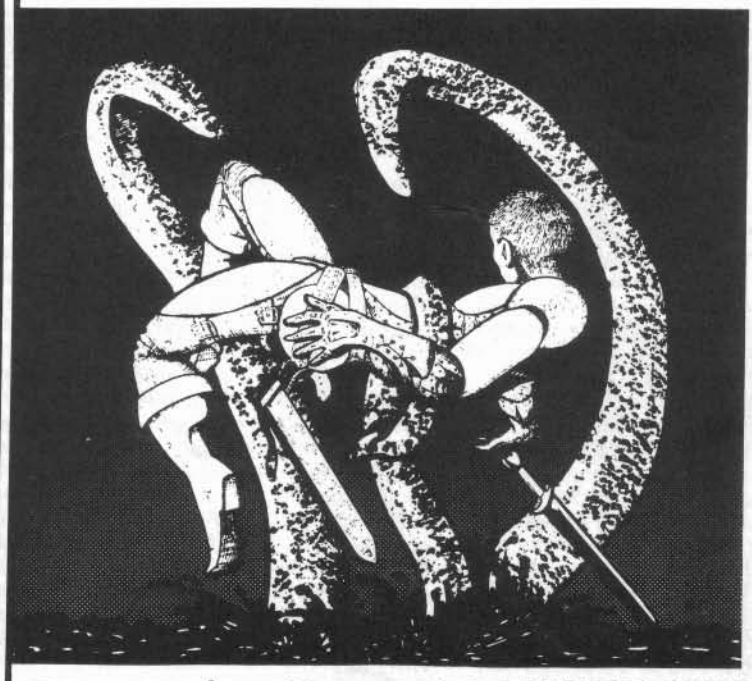
WHY NOT VISIT THE GUARDROOM AND SEE OUR COMPLETE RANGE OF GAMES AND FIGURES.

"The Friendly Games Shop"

The Guardroom

38 WEST ST., DUNSTABLE.
Tel: (0582) 606041
2 miles from Junction 11 on the M1

The Lost Shrine of Kasar-Khan



"The Lost Shrine of Kasar-Khan", from Integrated Games, is the latest release in the Complete Dungeon Master series (unique fantasy gaming modules containing all the floorplans needed to play the scenario, plus a wide range of other accessories). See White Dwarf 66 for a review of "The Halls of the Dwarven Kings", the first set in the series.

Kasar-Khan (£4.95) and Dwarven Kings (£7.95) are distributed to trade exclusively by:

BEAST ENTERPRISES LTD
Divinity Road, Oxford, OX4 1LR.

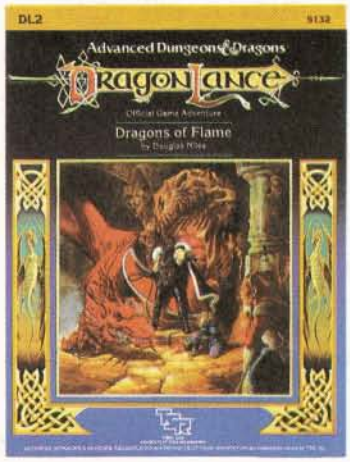
(also available direct by post, P&P: UK free Europe +25% Elsewhere +50%).

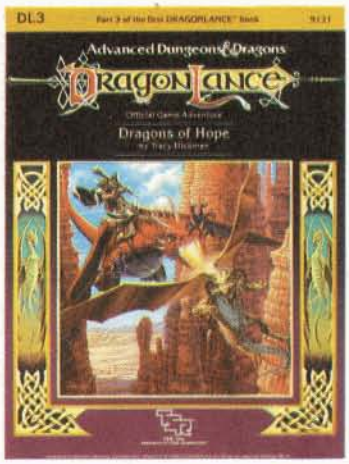
K-K

An exciting scenario by TORTURED SOULS! – with realistic settings from ENDLESS PLANS
(containing: a fully detailed scenario; six sheets of full-colour floor plans; four sheets of artifacts (maps, scrolls, etc.); four sheets of NPC statistics; and a dungeon master's screen)
for use with all fantasy role-playing games such as AD&D , D&D , RQ and Warhammer

In Open Box, *science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, with an overall rating based on the reviewer's opinions.*

OPEN BOX





STAR ACE
Role-Playing Game
Pacesetter Games **£16.95**

Star Ace is a new SFRPG from *Pacesetter*, the breakaway *TSR* employees who have already produced *Chill* and *Timemaster*. The box contains a 64-page Basic Training manual, a 32-page Wilderness Briefing Manual, a 16-page scenario, a map of the Wilderness Sector, a sheet of counters, and three ten-sided dice.

The background to the game is a decadent interstellar empire, dominated by Terran-descended humans. A few worlds, the rebel Alliance, are fighting the Empire. This alliance now includes, and is dominated by, Earth. At present there is an uneasy truce between these two powers, but both sides are engaged in espionage and subversion. The Alliance subversion groups are called Star Teams, and all player characters are assumed to be members of such teams. All team members belong to one of four guilds, called Free Orders, which roughly correspond to character classes. The Free Order of Spades are weapons specialists, Hearts are technologists, Clubs are psionics, and Diamonds specialise in deception and stealth. Each order has its own skills and limitations, which can only be improved by promotion through the ranks or by paying for training, and tends to attract members of one of several player races. There is no provision for skill improvement by experience, or for cross-training between orders. It isn't possible to have a multi-classed Club/Diamond psionic thief, for example, but most combat skills, apart from unarmed combat and a few special weapons, can be learned by anyone. Skill levels are related to characteristics, and improvement generally gives an increase in the number of uses per round, rather than an improved chance of success.

All characters start with a starfighter spacecraft, three weapons, a spacesuit, equipment for two skills, and some money. Some other equipment and a few spacecraft are described, but almost everything is combat-orientated. Some of the weapons are extremely gross; one gun is capable of causing hydrogen fusion in distant objects, igniting a self-sustaining nuclear explosion. This device can destroy almost anything. By comparison, all the spacecraft are curiously weak; a few fighters should be able to take out anything, up to and including an Imperial Dreadnought. The combat rules allow ships to make violent manoeuvres, such as 180° turns, provided the pilot can make a skill roll. As in most SFRPG's, combat is two-dimensional.

The scenario included with the game is *Deuces Wild*, an introductory adventure in which a Star Team is sent to find a missing agent on an Imperial planet. Complications include treachery, a barroom brawl, and a final space combat. It isn't particularly subtle, but does a reasonably good job of showing most facets of the rules.

While I tried to find something novel or interesting in this game, there just isn't anything special to report. The rules tend to explain things badly, and are biased to give player characters incredible advantages, almost to the extent of the famous *Space Opera* 'player characters may not be killed' doctrine. Related sections of the rules are scattered in a curiously disjointed fashion; for example, the guilds are described on pages 16-19 of the Basic Training Manual, but guild-related skills aren't explained until page 44. The background is a bland mixture of *Star Wars, The Last Starfighter*, and other space-opera, and just isn't convincing. All in all, a dull and uninspiring game and I think that *Pacesetter* should have tried to develop something completely new, rather than re-hashing old themes and producing a disappointing result.

Production:	6	**Value:**	6
Ease of Use:	6	**Complexity:**	5
Overall:	5	**Marcus L Rowland**	

DL2 DRAGONS OF FLAME **£4.95**
DL3 DRAGONS OF HOPE **£4.95**
DL4 DRAGONS OF DESOLATION **£4.95**
RPG Scenarios
TSR Inc

The *Dragonlance* series of *AD&D* modules, conceived by Tracy Hickman, has now developed into something potentially larger than any other linked venture ever produced by *TSR*. The modules link up with novels, figures, and a plethora of marketing devices all designed around the concept. Modules *DL1* (already reviewed here) to *DL4* form the first stage in a massive quest-adventure using the same set of characters, which presumably will outstrip even the famous *Giant-Drow* series of modules produced by Gary Gygax.

DL2, Dragons of Flame continues the story from *DL1*. And this is the main idea behind the *DragonLance* series: the characters are telling and reliving a story through predetermined characters. There are various rules changes and hints for GMs to show them how to run this style of adventure (information which is somewhat redundantly repeated in every module), and anyone thinking of running the whole of the *DragonLance* saga should bear in mind the potentially confining feeling that is part and parcel

of this series. The players will have to adapt to fit the characters rather than the other way round, and will have some challenging moments, but the authors have tried to develop the characters in a realistic manner. It is debatable how close this is to the original concept of role-playing: in some ways the characters in *DragonLance* are simply acting out roles cast by the background and the novels etc; but there should be sufficient room for alternative ways of playing. GMs should recognise that there are two ways of looking at the adventures. They may be used by inexperienced players to get involved and experienced in the game (despite the fact that it is somewhat non-standard *AD&D*), or they represent a detailed world for players of long-standing to immerse themselves in.

Either way I think that the modules are good enough to provide plenty of thrills once players are more settled into their roles. In *Dragons of Flame* the brave Innfellows suffer at the hand of the Draconians and must find some aid in the beleaguered North Lands before setting off to rescue an enslaved population. I must not tell you too much of the plot, but for your money you get around 24 pages of text, an area map and 3 detailed location maps, along with plenty of good art. You also get some repeated information – I don't really see that this is necessary as people are unlikely to buy an odd scenario from the middle of a series as big as this one – and some odd 'extras', such as a song and a poem. These are supposed to be inspirational I imagine, but I doubt that anyone will want to use them. The adventure is very channelled and whilst providing the players with plenty to contend with, does not want them straying off the path the designers envisage. However honest their intentions, the players are treated as idiots if they do anything but the stated actions and though this may be a useful trick for less experienced players, it is extremely frustrating when DMing and players come up with a potentially intelligent suggestion or plan only to have to shoot it down because it 'doesn't fit the story'. I feel that there should have been more options for players to choose between.

DL3, Dragons of Hope marked an improvement in the design and we enjoyed this one more. You get a huge map and a smaller version for the DM, plus 2 detailed area maps and the usual art from Keith Parkinson. There is a lot more for the players to contend with here, rather than just bands of marauding Draconians and other attendant nasties. However, much of the action turns on uncontrollable plot devices, with many poorly explained or of dubious value as contributions to the game. Other minor criticisms we had whilst playing were the rather ambiguous detailed area maps and events that were somewhat coerced and did not flow naturally from play – these tended to stick out like sore thumbs amid the generally very high quality of this scenario. Fortunately there are very few 'bugs' as such, and DMs can of course leave out anything that they find anomalous. We particularly liked the free-ranging nature of the scenario rather than the usual confinement of dungeon pathways.

DL4, Dragons of Desolation is perhaps one of the most innovative scenarios that *TSR* have recently produced (however, *TSR UK* have been a lot more forward-thinking in their ideas of late than their parent company). The scenario is very taxing on DMs, as they have a lot to keep track of. There is plenty of reward though if the scenario can be well-run, with some very interesting encounters and a mapping system that I'm sure I'll want to use elsewhere. Overall I was impressed with the design, and this scenario has the most actual text of all four. However, one of the most intriguing aspects of the scenario is that the main part of the action (a tomb) is essentially not run by the DM at all! In fact, both players and DM are caught up by the action at many points in the adventure and can do no more than take a back seat as the story unfolds. Whilst 'dominating' players might find this a trifle annoying, it is in fact a good opportunity to forget the gaming aspects and concentrate on role-playing. It is a shame that players could not have developed their own characters for the quest, but those provided by now will be familiar enough.

Overall there is plenty of information contained in the modules for DMs to grasp the basic background of Krynn. The scenarios are well worth the money and if you've already finished off some of the better modules around (like the *I* series and the new *UK* ones), then take a deep breath and plunge into the world of Krynn.

	DL2	DL3	DL4
Production:	8	8	8
Value:	7	7	8
Skill:	7	8	8
Complexity:	7	9	9
Overall:	7	8	9

Graham Staplehurst

MONSTER COLISEUM
RPG Supplement
Avalon Hill **£16.95**

The first of the projected *RQ3* supplements continues *Avalon Hill's* high price policy for *RuneQuest*; I predict increasing UK customer resistance, and shudder to think what a campaign like *Vikings* will cost at this rate. For the *Monster Coliseum* box, decorated with another nice Lisa Free illustration, is not exactly overflowing. You get two slimmish booklets (38 and 46 pages), some gaming aids, including examples of the GM's Log (a lack noted in the *RQ3* box), a coliseum floorplan with hex-gridded centre, (big enough for battles with miniature figures), two stiff pairs of race track sections, one semi-oval and one straight, on which there are also twenty chariot markers that can be cut out, and a rangestick marked out in various scales.

The theme of the box is games in the Roman style, essentially gladiatorial and other combats and chariot races. The Coliseum Book gives background historical detail on the organisation of coliseums and the games in them (reasonably accurate, to my knowledge), offers ideas on staging such games in a *RQ* world, and then moves on to chariot racing, the rules for which take up almost half the book, with further detail about chariots and their use historically. The rules are worked out in considerable detail and include many innovative features, which could often be applied to other types of racing or other situations (eg the effects of a crash). Basic to the racing are the rules for expenditure of extra fatigue points per melee round to gain speed over the ordinary maximum; some mathematical ability will be needed to make proper use of these, but they offer scope for individual involvement. Also, since this is racing *Ben Hur* style, there are rules on how to foul your opponents; since much risk to all participants is involved, I am not sure how true to reality this is, but it offers an extra twist. Rules for shooting at targets along the course are also provided; for those seeking the ultimate test, I recommend reading the account of the fiendishly complex Sagare race in Tanith Lee's *The Birthgrave*. The booklet finishes with some advice on solo gaming, for which a gladiatorial combat is ideal.

The Monster Book, intended for GM's only, first provides stats for historical types of gladiator and other combat opponents of many *RQ* races, including some individualised master gladiators, but nothing that is not in the *RQ3* Creatures Book. It then rather inconsequentially provides a range of encounters for GM's to use, some groups in the *Borderlands* style with individualised leaders and standardised followers, and some individual or grouped monsters, again entirely from the Creatures Book, but with specified stats, skills, spells, etc rather than averages. The human and humanoid groups are particularly useful for the indication that they provide of what average encountered NPC's may be expected to be [note the very low spell-casting levels and fatigue points (even negative!) for those in good armour], and are generally very reasonable, though the leaders and a group of experienced adventurers seem exceptionally good.

Unlike a scenario, coliseum combats and chariot races can be staged many times, but despite this, the potential interest of the chariot racing, and the individual features of general use, I cannot see that the high price is fully justified by the contents particularly when so much of the Monsters Book essentially repeats what is already available to GM's.

Complexity:	7	**Production:**	8
Usefulness:	5	**Value:**	4
Overall:	6	**Oliver Dickinson**	

Critical Mass *is a regular fantasy and science fiction book review column, by Dave Langford.*

ALDISS AT SUNSET

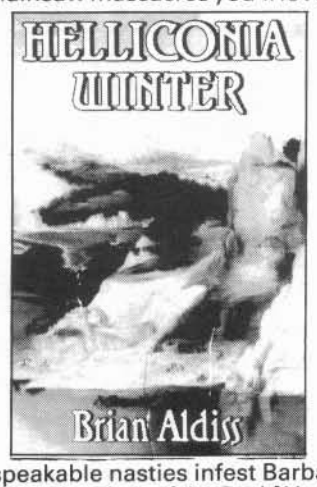
Today I plotted an alarming graph. Extrapolating into 1986 or 1987, the SF/fantasy pouring into this column looks like reaching such levels that after I've listed titles, authors and publication details, there will be approximately one (plus or minus 0.5) word left for each actual review. Rather than classify novels on a standard scale ('brilliant', 'OK', 'mediocre', 'unreadable', or 'Hubbard'), I suspect it's time to write longer reviews of fewer books . . .

Wish I could spend a whole column on Brian Aldiss' *Helliconia Summer* [*Granada* 576pp £2.50] and, concluding an impressive trilogy, *Helliconia Winter* [*Cape* 285pp £8.95]. *Summer's* hardback was covered here in 1983: it's the richest and most lyrical of the set, picturing the lush Renaissance which happens every 2600 years or so as civilisation recovers from the ruin of planet Helliconia's murderous five-century winter. *Winter* is of course more sombre, with autumn declining into the Great Winter: human society is past its peak, political systems are hardening and freezing with the rest of the world, and the alien phagors who rule the winter are coming into their time of power. But although *Winter* ends with the powerfully gloomy day of Myrkwyr, when sunrise immediately becomes sunset, it's not a depressing book. The hero Luterin's saga is a tense, exciting one which ends in defiant hope; there are lovely inventions too, particularly the Egyptian-flavoured Great Wheel. In the heart of a mountain, the devout haul endlessly on chains to turn the huge stone wheel and (by sympathetic magic) pull Helliconia through its dark winter centuries.

The Aldiss password is 'enantiodromia', the cycle of things turning into their opposites. Winter contains the hope of spring; the murderous phagors carry the plague which humanity needs to survive Helliconia's seasons. In *Winter*, scenes on Earth and the orbiting Avernus Station (sketchy and less successful than the main narrative) offer two escape routes from cyclic history: enlightenment and extinction. All this and a gripping story too, of battle, murder and plague.

Damon Knight offers *The Man in the Tree*, a quiet, nostalgic novel about a sort of superman. The hero is a literal giant with an odd superpower from Knight's short 'What Rough Beast?': he can twist probability worlds, duplicating some priceless treasure like (say) *White Dwarf* by borrowing another world's copy. He drifts through life from the 50s to the 80s, pursued by a homicidal loony; appears in such familiar SF settings as carnivals; becomes a low-key messiah in an effort to save the world . . . Nicely written, but it provokes nagging questions. Why giantism *and* psychic power when either alone could carry the novel? Why such uninspired use of the hero's special talent (which tends to boil down to routine healings and conjuring)? Why, with an intelligent enemy hot on his trail, does he go on public view as a giant in a *carnival*? These are deep waters, Watson.

Deeper and more obscure is the selection policy of *Venture SF*, whose third choice has been conveyed to me in a tumbril: *Hammer's Slammers* by David Drake [*Hamlyn* 274pp £1.95]. *Venture* promises only 'novels of action and adventure – no short stories, no fantasy, no boredom'. Though *Slammers* is in fact an assembly of short stories, the word 'boredom' never crossed my mind; I favoured 'atrocious' and 'unreadable'. The Slammers are gun-happy mercenaries, 'the toughest regiment that ever killed for a dollar', whose exploits are celebrated in prose so lumpish that often you need to backtrack and puzzle out what Drake is clumsily trying to say. 'The body ballooned under the cyan impact' – cyan being Drake's favourite word. 'Four pongoes were jumpered to Two Star' – pretty pellucid, eh? Such are the lauded military virtues of the Slammers that (fearful that chicken-heartedness will prejudice their future contracts) they nobly disobey their own horrified *employers'* orders to stop slaughtering people and detonating irreplaceable shrines. If you like chainsaw massacres you'll love this.



Unspeakable nasties infest Barbara Hambly's *The Time of the Dark* [*Unicorn* 284pp £2.50], which opens poorly with an all too familiar 'eldritch unseen horror' – Lovecraftian shoggoths lurking in the basement, squishily poised to destroy civilisation. There are other familiar ingredients: the 'true names' magic is very Le Guin, and most Tolkien fans will spot something reminiscent about the wizard Ingold Inglorion. That said, the books perk up when the Dark-threatened fantasy world interacts with ours: having crossed over, the hard-bitten American heroine gets into swordplay while her shiftless male aquaintance studies wizardry, both thus doing better than Inglorion, who on his visit to Earth masters only the ring-pull can. Cleverly anti-romantic touches make this a lot more appealing than you might expect from the cover or the chill news that it's volume 1 of a trilogy. Above average, I suppose.

Spellbinder by Stephen Bowkett [*Gollancz* 120pp £5.95] is a fantasy for 'young adults', whatever that means. The teenage hero has the usual selection of hang-ups; he tries to impress friends with conjuring tricks, only to discover that for him magic actually works. Bowkett's jokey, epigrammatic schoolbook repartee is effective – just sufficiently more polished than the real thing to amuse without becoming unbelievable. The other point which gets my thumbs-up is the way in which magic and fantasy do *not* conveniently depart from the hero's life the moment he's been taught some cheap moral lesson: here the poor sod has to learn to live with a responsibility which is his for the next sixty years. Right on.

David Harvey, author of *The Song of Middle-Earth* [*Unwin* 143pp £10.95], won International Mastermind with Tolkien as his special subject: sure enough, he shows a terrifying command of factoids in this, the 5,271,009th book about Middle-Earth. The thesis, according to the foreword, is twofold: firstly, that Tolkien's work is much more original and less derivative than critics say, and that critical comparisons are to be distrusted; secondly, that Tolkien was creating a 'Mythology for England', which can be proved by critical comparisons showing how millions of themes from past mythology crop up in Tolkien . . . From this dodgy start, Harvey woffles on to recount large chunks of Tolkien, with sporadic mentions of mythic parallels. His pudding of fact and paraphrase lacks argumentative thrust and doesn't reach any real conclusion. (For criticism that does, try Tom Shippey's excellent *Road to Middle-Earth* – also from *Unwin*.) This stodge should appeal to hobbits, who you'll remember 'liked to have books filled with things that they already knew, set out fair and square with no contradictions.'

In brief: *Top Fantasy* ed Josh Pachter [*Dent* 311pp £9.50] comprises two dozen 'author's choice' stories: most are good, a few are rotten, a couple aren't fantasy. Authors range in fame from Ballard, Bradbury, Disch and Le Guin to obscure folks who presumably had Influence, such as for example Josh Pachter . . . Bob Shaw's *Orbitsville Departure* [*Granada* 192pp £1.95] is a taut, compelling sequel to the nifty *Orbitsville*, which appeals despite my utter inability to believe in all-potent alien 'Ultans' who farm universes . . . I have no intention whatever of reading *V: East Coast Crisis* by Howard Weinstein and A C Crispin [*NEL* 305pp £2.50], novelization of a certain TV sequel . . . *Storm Season* ed Robert Asprin [*Penguin* 220pp £1.95] is more from Thieves' World, the usual mixed bag of fantasy . . . *A Pictorial History of SF Films* by David Shipman [*Hamlyn* 172pp £8.95]: lots of stills and erudition, just like other recent pictorial histories of SF films . . . Vitally important erratum: in my *WD65* column, for '1976' please read '1971' throughout – you know it makes sense. □

WE'RE **SERIOUS** ABOUT

GAMES

*At the **VIRGIN GAMES CENTRE,** we've gone to great lengths to bring you the best. We've travelled the **ENTIRE PLANET** in order to acquire the **WIDEST POSSIBLE RANGE** of...Science Fiction Fantasy Games, War Games, Role-Playing Games, Fighting Fantasy Games, Books, Magazines, Miniatures, Paints, Dice, Accessories and Model Robots.*

Everything you could want – plus a host of games you never knew existed – and a knowledgeable staff to act as your guide.

GAMES CENTRE

172 Union Street, Aberdeen · 94/96 Briggate, Leeds · 22 Oxford Street, London W1

RuneRites *is a bi-monthly column for* RuneQuest *players, edited by Dave Morris.*

LOAM WOLVES

Barbarian Magic by Barry Atkins

This month we have an alternative to battle magic among the barbarian tribes. Barry originally designed this system for Glorantha, but points out that it is all the more appropriate now that RQ *has 'gone European'.*

Also, Oliver Dickinson has kindly obtained some clarifications for RQ3 *which are included this issue.*

I can also announce a winner for our 'Rites *competition that ran way back in February. The copy of* Soloquest *goes to Peter Lloyd of Nottingham, who correctly identified Robert Dale's spells as* the Breath of Llyr, the Key of Annwn, the Cauldron of Annwn *and* Fimbülwinter. *Commiserations to everyone else who entered. –DM.*

The possession of standard battle magic spells by barbarians is in fact highly unlikely. The priesthood of a primitive tribe is rarely as idle as their more civilised counterparts – with all the other duties they must perform, the priest could not afford to waste weeks training their lay membership to use spells. Initiates may be worth the effort owing to their guaranteed loyalty to priest and faith.

The following system is designed to add campaign flavour to the barbarian hordes. It even gives you a chance to be macho and go around without a shirt on. (*Liberated rather than macho, in the case of lady players! –DM.*) It is not a radical departure from the essential *RQ* rules, replacing as it does both the knowledge and focus of battle magic with a Rune drawn in magic *earth-loam*.

Use of Barbarian Magic

In order to use the ten Power Runes in this way, a lengthy (1 hour) ritual is needed. This ritual, the Song of Earthpower, summons up the power of the local Earth Goddess (*actually, I would make it the tribe's ruling deity rather than worry about the element involved –DM*) to enchant the magic loam, which is then used to paint the particular runic symbol involved on the character's body. When the character wishes to use the spell, he utters a short prayer to the Goddess and makes a POW×5 roll. If he is successful, the spell activates and he loses POW as per normal battle magic. No clothing may be worn over the battle Runes, and no more than three may overlap in a given area. One point of *earth-loam* must be applied for each Rune needed.

The Song of Earthpower

The Song is a Knowledge skill learnt at a cost of 200/400/800 from the tribal elders. Barbarians born and bred have a basic 30% ability; others begin at 0%. A fumble roll causes a spirit of reprisal to embody (normally as an earth elemental) and attack – the Goddess has been offended by a slip-up in the ritual. A successful skill roll means that the character may sacrifice 2 POW points to obtain a point of *earth-loam*; this sacrifice is only temporary, but the character must overcome a POW of 10 to 'persuade' the Goddess to enchant the loam. If this roll fails, he has expended his POW for nothing.

The loam, once gained, must be applied within one hour. Its magical potency lasts for 24 hours. It may be applied as any of the ten Power Runes, with these effects:

Harmony Rune (drawn on chest). This provides the battle magic spell *coordination*. Normal POW cost.

Disorder Rune (drawn on chest). This gives the effect of a *fanaticism* spell. Normal POW cost.

Fertility Rune (drawn on chest above heart). This provides a *healing* spell – up to a maximum of *healing 4*.

Death Rune (drawn on both forearms). For a POW cost of 5, this gives a spell which adds 2d4 damage to all successful blows but reduces Parry skill by 40%.

Stasis Rune (drawn on chest). This can be stacked up to four points of loam to act as a *protection* spell. However, the caster must choose between the *protection* being effective against *either* cutting *or* smashing weapons, as the skin takes the characteristics of either granite or malleable clay.

Movement Rune (drawn on arms and legs). For each point of *earthloam* (up to a maximum of 4), this gives a variable spell which adds +5% to Manipulation, Parry and Defence for each POW point used in casting.

Truth Rune (drawn on forehead above eyes and down nose). Once the Rune is drawn it can be used as a *detect* spell by sprinkling a powdered form of the object to be detected (bones of a deceased enemy, metal filings, powdered gems, etc) onto the moist loam. It will only function for one type of *detect* spell unless a second Rune is applied over the first.

Illusion Rune (drawn on face). This useful Rune, when combined with bloodcurdling battle cry, waving of bloodied axe, etc, provides the effects of a *demoralize* spell – but with a +10% chance of overcoming the enemy's POW.

Luck Rune (drawn on chest). This supplies a 2 point spell which replaces the user's Attack and Parry rolls with a (current) POW×5 roll. A missed roll is an automatic fumble, but a successful roll always counts as a slash/crush/impale.

Fate Rune (drawn on chest). This Rune leaves a character calm and collected about any fate, unperturbed by fear whether of magical or normal origin, and able to withstand pain and injury to the extent of remaining conscious down to –2HP. The spell costs 2 POW.

(*Some of these seem* very *useful, but I don't think the system is unbalanced. Remember that spells must be paid for twice under these rules – once to enchant the loam, and once when the spell is activated. It cuts down on the use of armour, and I would also apply the restriction that loam can only be enchanted on one's home territory, where one's ruling deity is powerful. –DM.*)

RUNEQUEST 3 CLARIFICATIONS by Oliver Dickinson

Thanks to a prompt response from Greg Stafford and Sandy Petersen, I am able to clear up some points raised in my review (*WD64*) or in letters to *Chaosium*.

1. Encumbrance. A list of ENCs for common objects will be published, with other errata; meanwhile, remember the rule that 1 ENC=1kg, roughly. Pennies are 100 to an ENC, like Lunars before. Cormac's PC sheet [Players Book p13] shows ENCs for pack, waterskin, and firelighter, though is unreliable otherwise.

2. The p66 definition of the effect of ENC on Sneak ability is to be preferred; even leather padding might creak, according to Sandy.

3. The cost of cult spirit magic. You could either work out the charge the priest would make to cast *spell teaching* [Gamesmaster Book p30], or name an arbitrary price, perhaps treating the cost charged by a friendly shaman as a base. Cult magic given free to initiates or paid in reward for services ought to be obtainable in a more reliable fashion than through the chances of spirit combat. Perhaps cult spirits will teach spells on command. Cults can supply foci needed to cast spirit magic.

3. All rituals take 1 hour per magic point used, unless otherwise specified.

4. *Warding* should be listed everywhere as a Common spell (it is not in the rules for converting *RQ2* characters).

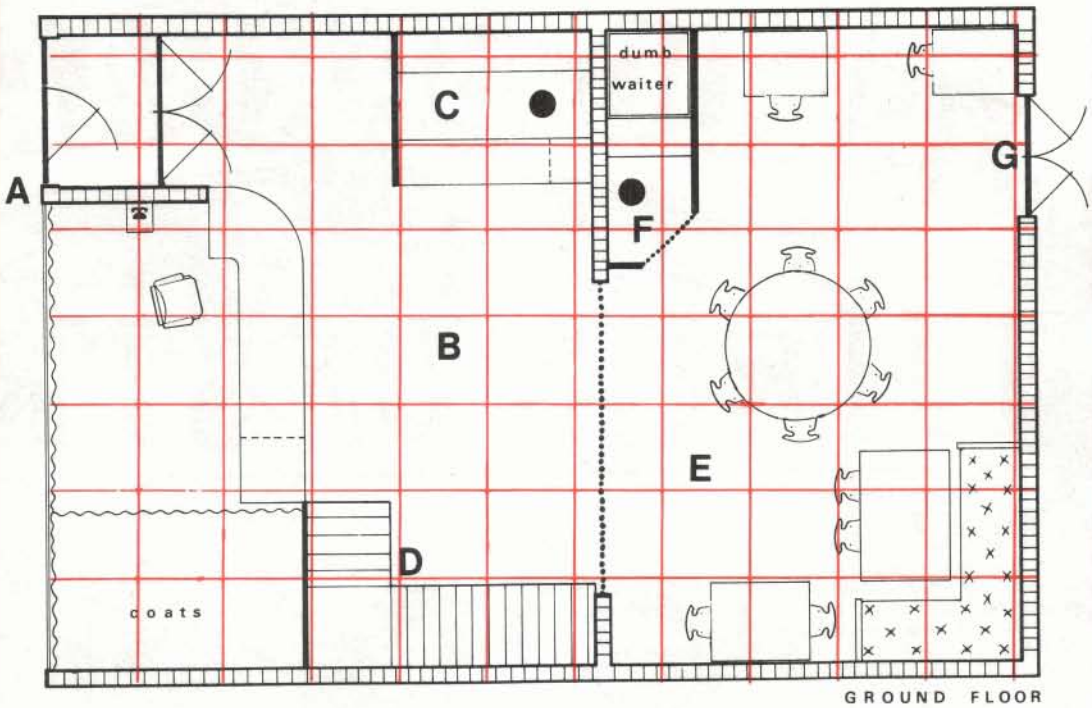
5. Cultural weapons *should* be omitted from Civilised Farmers' equipment, contrary to my expectation.

6. Language. With one's own language, the comments on the chart, that you can say anything you wish at 31%+, ought to apply; those at 30% or less are likely to be pretty dumb or (through lack of POW or APP) totally insignificant, and as a result ignored!

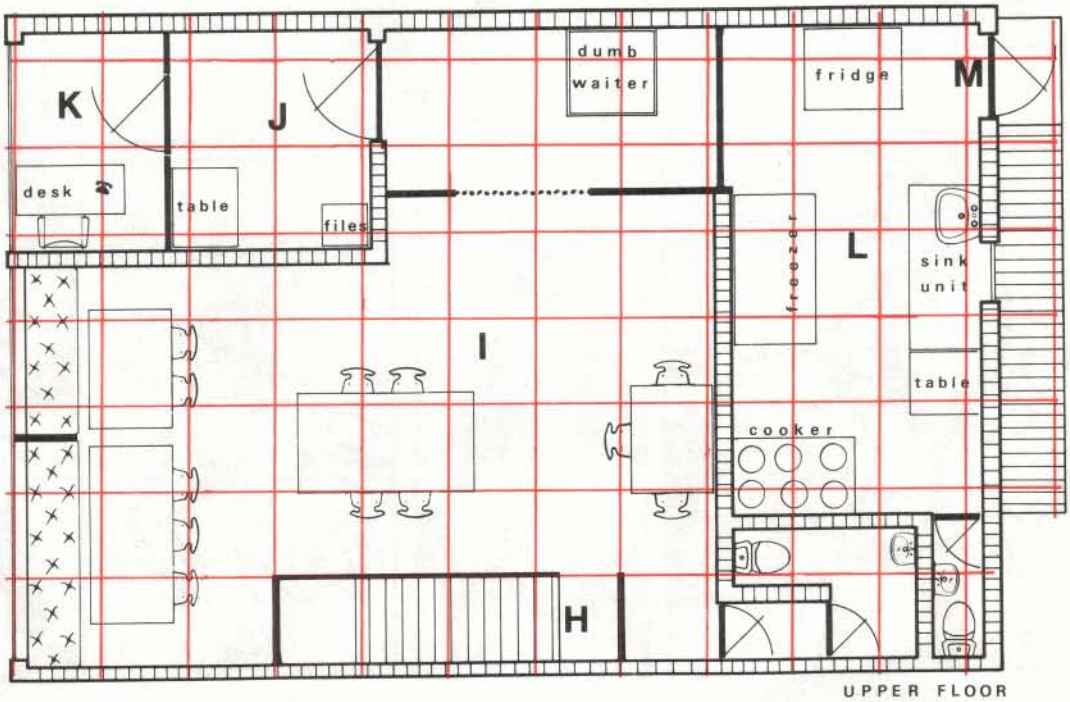
7. Sandy suggests substituting *second sight* for *detect life* in the scenario; this is a 3-point spell, which it would take 15 years to get the entitlement to learn free, but it is available from the Esrola cult, which *detect enemy* is not. □

THRUD THE BARBARIAN IN THRUD THE DESTROYER

PEKING DUCK



GROUND FLOOR



UPPER FLOOR

BAMBOO CURTAIN

TABLE, DESK or COUNTER

CURTAIN

WOODEN BARRIER OR PARTITION

PADDED BENCH (attached to wall)

BRICK WALL

Character No. (see Table 2)

Golden Heroes Frames/Round

Champion Character SPD

1 Ml 2 3	2 Waiter 2 1 2	3 Waiter 2 2 2	4 Chong 2 2	5 Kang 3 3	6 Kang Se 2 3	7 Fred 2 2	8 Bill 2 2	9 Jane 2 2	10 Stew. 2 3		X Name X X
11 Myra 2 2	12 Tony 3 3	13 Marco 3 4	14 Insp. Dalhousie 3 4	15 Con. Plodd 3 3	16 Con. Parkins 3 2	Torpedo	Vendetta	The Shadow Dancer	The Pirate	Mr Smash	
				Mandala	Skylight	Shale					

Permission granted to photocopy as needed for personal use

A Champions and Golden Heroes Scenario for 3-6 Characters by Phil Masters

INTRODUCTION

Peking Duck is a mini-scenario for a small group of moderately able characters. All organisations and groups mentioned can be changed as appropriate for your campaign, and different supervillains can be deployed if desired. A group of three superheroes ('The Outside Line') is given to save time for those who do not wish to use their own creations, but self-designed characters can certainly be used. A number of supervillains are also detailed; the full list should only be used if the superhero group is exceptionally strong.

BACKGROUND (PLAYERS AND GM)

Our heroes have recently established a contact – a 'normal' with shady connections who has provided them with a certain amount of useful information, partly for payoffs and partly, he claims, out of hatred for the evil effects of certain categories of crime. Now he has come through to them with an urgent tip-off. His story runs as follows.

Certain of the Tongs operating in London's Soho have a 'business centre', through which a fair amount of dubious merchandise passes. This is an eminently respectable high-class Chinese restaurant, the Fo Yen Wok. Normally, this 'drop' is used with such care and discretion that a raid would find nothing, but tonight, a large quantitiy of refined heroin will be on the premises for some hours. There is only one problem; the Tongs have bought themselves a contact in the Metropolitan Police Drugs Squad – identity unknown – and any tip-offs reaching the authorities will almost certainly cause this individual to warn his paymasters to cancel the operation . . .

The Fo Yen Wok is easily located; it is sited on a street not far from Soho Square. It is a high-class establishment, specialising in Peking cuisine, and it does not provide takeaways. Reconnaissance will also discover its opening hours (6pm to midnight), the fact that it has eating areas on two floors, and the fact that it backs on to a narrow alleyway; fire exits from both floors lead out that way, via an open wrought iron staircase in the case of the upper floor.

GM'S NOTES

The players know little when they begin this scenario; what they have to discover is that most of what they do know is lies. The truth is complicated.

The Fo Yen Wok is a perfectly respectable establishment, noteworthy only in that the owner pays his protection money tardily if at all. Because of this, the Tongs have decided to use the restaurant in a devious plan. The heroes' 'contact' is a Tong double agent, set up to distract the superheroes; he will be found to have vanished when the characters next seek him out. While he sets up the heroes, his bosses have quietly informed Antonio (Tony) Rigatoni, a Mafia boss with whom they are having difficult negotiations, that they wish to discuss business over a meal, and they have named the Fo Yen Wok as the place. The idea is to get the restaurant smashed up in a fight, Rigatoni scared and perhaps arrested, and the heroes humiliated – all with no risk to Tong agents.

Two things have gone wrong with this elegant plan. Firstly, and trivially, Tony Rigatoni is a suspicious man, and always has a bodyguard in tow. Secondly, the Northinghouse Corporation, an outwardly respectable multinational combine with some dubious sidelines, has Tong headquarters bugged. They also want to talk to Tony Rigatoni – rather more seriously – and they have decided that the only way to get hold of him is to send a team of supervillains into the confusion and grab him. What they don't know – their bug being rather badly placed – is that the Tongs have now decided to make sure of the heroes' humiliation by tipping off Scotland Yard that a bunch of criminals are demanding protection money in various areas of London, and are about to smash up the Fo Yen Wok as an example. The police are naturally careful about anonymous information, but have a couple of men watching the place, just in case.

Once the action starts, the GM will have to role-play *all* the various factions involved, with proper regard for their objectives. Just remember that, to a normal person, costumed superheroes are very hard to tell apart.

THE FO YEN WOK

The layout of the Fo Yen Wok is shown in *Fig 1*; the properties of some of the fixtures and fittings are given on *Table 1*. The general style of the decor is austerely elegant, with much use of pine, bamboo, and indirect lighting. Note that bamboo curtains provide no obstacle to movement, or to attacks, but that characters must make a perception roll to notice events happening beyond them. The thin wooden 'fixed screens' can be broken free (for freedom of movement, use of missiles, etc) by an attack that is declared to be for that specific purpose that exceeds their DEF by 2 or better. (*Golden Heroes*: Tear Off.)

The restaurant staff and customers are detailed in *Table 2*. These are essentially normals (apart from the Mafiosi), but they have a variety of skills and talents. All will be curious about supercharacters and averse to combat, although most will fight back if attacked. The proprietor (Mr Chong) will be very unhappy if people start smashing his restaurant up, and will run around, getting in the way as much as possible. Most interesting is Kang, the cook, who will continue working in the kitchen – assisted by his daughter – no matter what happens outside. He will become slightly interested if strangers come in, and will tell them to get out, but the only thing that concerns him more than cooking is his daughter, Kang Se. He may well berserk is she is threatened, and will *certainly* attack anyone harming her. He fights with a huge Chinese cook's cleaver [1d6 killing attack + 1d6 strength bonus]. (*GH*; 2-hand penetrative)

A. Restaurant Front. The building has a large plate glass 'shop' window, but there is a full, opaque curtain immediately behind this. A small, discreet menu card is on display. Entry to the establishment is through a small porch with two sets of doors, both with patterned glass window panels.

B. Reception Area. On the right as diners enter the Fo Yen Wok is a wooden reception counter, with an attendant who checks bookings, takes telephone calls and looks after hats, coats, etc, storing them in a curtained alcove. This area is lit by a central ceiling fixture and a number of small wall units.

C. Bar. This is not a full pub-type set up, simply a place where bottles and glasses are kept, and from which a diner's liquid refreshment is dispensed. The stock is on wooden shelving behind a waist-high counter.

D. Stairs. These are constructed of light pine, and are open in design; any person on them can be seen, at least partially, from areas of both floors.

E. Lower Dining Area. Note the upholstered wall benches in one corner.

F. Waiters' Cubicle. A small area where bills can be prepared and orders passed to the kitchens via the 'dumb waiter'. Food and used tableware also move up and down in the latter, which is too small to accommodate a normal-sized person; the mechanism takes about four seconds to move the lift between floors.

G. Fire Escape. These are discreet panel doors, opened by a simple push-bar mechanism and leading out to the back alleyway. They are clearly labelled as an emergency exit, and can only be opened from the outside (as opposed to being broken down) by *Telekinesis* (make a 'fine work' roll), Security Systems (still *GH*: *Locksmith*) (to activate the mechanism by picking its auxiliary lock), or similar. The doors can be firmly bolted when the restaurant is not in use.

H. Upper Landing. A discreet notice on the wooden screen marks the presence of the toilets beyond.

I. Upper Dining Area. The only windows in this room are 'slits', with immovable frosted glass planes. Even if the glass is smashed away, only a character with at least one level of *Shrinking* in operation could even hope to squeeze through.

J. Outer Office. This is where most of the restaurant's paperwork is kept, in one large and ill-organised file cabinet. A character may check for suspicious documents, and will decide that none are to be found after a number of minutes equal to 45 minus his or her INT. (*GH*: 30+1d6 minutes.)

K. Inner Office. Business negotiations relating to the restaurant are usually conducted in here. There is some paperwork in the desk, much of it in various dialects of Chinese; a character able to speak some form of this language will conclude that there is nothing suspicious after (25-INT) minutes. (*GH*: 10+1d6 minutes.)

L. Kitchen. The unquestioned domain of Kang, the totally brilliant and somewhat crazy cook. All is immaculately clean – and by normal standards – totally disorganised. The refrigerator, freezer, and storecupboards are packed with foodstuffs, including many weird and wonderful Chinese oddities.

M. Upper Fire Exit. This emergency door – clearly signposted from the eating area – has a similar opening mechanism to that downstairs (see **G**). It leads out to a wrought iron staircase.

THE SUPERVILLAINS

The Northinghouse Corporation: This is an eminently respectable, American-based multinational company with interests in aerospace, electronics, computer hardware, engineering, and the arms trade. So much is all that the world – including 98% of Northinghouse employees – knows. If anyone added that certain senior Northinghouse executives add to company profits (and their own salaries) by exploiting the Corporation's huge resources and great geographical dispersion in pursuit of dealings in any and every illegal drug, in projects to disrupt 'unco-operative' governments and replace them with the company's friends, and in grandiose schemes of world domination, then the result would be a libel prosecution. This would not make the additional statements untrue.

The key to Northinghouse's illicit activities is its 'special projects unit' – AKA the dirty tricks department. Through this, a large force of well-armed mercenaries is paid and equipped, and, in addition, a number of supervillain types are employed on long-term or one-off 'contracts '. For this scenario, a small but very powerful 'strike team' will be sent in to grab Tony Rigatoni, defeat any interfering superheroes, and get out fast.

The supervillains available to the GM are detailed below. Note that the *full* group should only employed if the player party is very powerful indeed; in general, it is recommended that villains with a points total about 100 less than the hero party be used (there are quite enough confusing factors to make up the difference). The force should generally involve Torpedo and Vendetta, plus The Shadow Dancer if mental powers are desired; MR SMASH should only be used if the hero group is particularly strong.

Torpedo (Champions)

Value	*CHA*	*Cost*
35*	STR	18
17	DEX	21
14	CON	8
13	BODY	6
10	INT	–
13	EGO	6
15	PRE	5
8	COM	–1
8	PD	1
7	ED	4
4*	SPD	9
10	REC	–
28	END	–
40	STUN	2

Total 79
+ Powers Cost 96
175

OCV=6
DCV=6
ECV=4

Powers

Pts	*Power*	*End*
8	+1 Skill in all combat	–
23	Armour; +9PD, +12ED*	–
13	Active Sonar*	–
3	Infra-red Vision*	–
2	Radio Hearing*	–
4	6pt Flash Defence*	–
18	2d6 Ranged Killing Att, Explosive, 4 Uses*	–
7	10pt Life Support*	–
18	20" Swimming*	4
–	40END Battery Powers Swimming and 20STR; Normal Recharge Rate.	

*OIF – Armoured Amphibious Battlesuit.

Disadvantages	*Value*
Hunted by CIA, 8 or less	20
Extreme Fear of Heights	15
Unlucky (2d)	10
2× All Damage from Magnetic and Gravitational Attacks	20
'Unusual Looks' (Arrogance + Nastiness), 11 or less	10
Total	75

History: One of Northinghouse's legitimate American engineering labs once received a contract from the US government to produce a powered sub-aqua suit with offensive capabilities for use in espionage, intrusion, and assault missions. The project was cancelled but Northinghouse, hating to waste such a useful toy, surreptitiously transferred the prototype suit to their Special Projects Unit, who gave it to a loyal hireling named James Pinchon. Codenamed Torpedo, Pinchon has served Northinghouse well enough to come to the attention of the CIA.

The Torpedo suit is a lightweight design, built of carbon-fibre reinforced polymers and incorporating such useful gadgets as high-power boot aquajets, artificial senses, and four wrist-mounted, rocket-propelled 'mini warheads' with fragmentation effect. Pinchon can use these and the suit's artificial strength to good effect in battle. The design's main weakness lies in the internal circuitry, which can disrupt violently under certain conditions.

Vendetta (Champions)

Value	*CHA*	*Cost*
16	STR	6
18	DEX	24
28	CON	36
15	BODY	10
6	INT	–4
18	EGO	16
15	PRE	5
8	COM	–1
10	PD	7
7	ED	1
4	SPD	12
10	REC	2
48	END	–4
40	STUN	3

Total 113
+ Powers Cost 82
195

OCV=6
DCV=6
ECV=6

Powers

Pts	*Power*	*End*
32	Martial Arts +×1 damage (8d6 punch, 9½d6 kick)	3
15	3 levels with M/Arts	–
11	Stealth, 16 or less	–
8	Armour; 6PD/6ED, works on or less, OIF	–
10	Danger Sense, 11 or less	–
4	8" Running	2
2	Conversational Italian	–

Disadvantages	*Value*
Berserks when fighting Pittsburgh Mafiosi (11 or less, recover 11 or less)	15
Dependent NPC (kid brother, comp, involved on 11 or less)	10
Hunted by Pittsburgh Mafia remnants (small agent group) 11 or less	20
Hunted by lone FBI agent (8 or less)	10
Paranoia	15
Always keeps his word	10
Unlucky (2d6)	10
1½× Stun from fear-based attacks	5
Total	95

History: Marco DiMaggio was one of the most trusted hoods in Pittsburgh's leading Mafia 'family'. Not too bright, perhaps, but totally loyal and very, very honourable (in Mafia terms). His 'don' knew Marco well, and began to fit him out as a perfect bodyguard; extensive training in unarmed combat was added to a cat-like natural poise and a sixth sense for danger, and a sophisticated lightweight jacket of body armour was purchased for this 'human weapon'. That was just before Pittsburgh's other, smaller 'family' decided to expand – violently. Marco's boss and most of Marco's comrades were wiped out, and Marco was left for dead. All that saved Marco was the care of his kid brother, and his own burning desire for revenge – revenge that was obtained when Marco DiMaggio assumed the black and grey body suit and black head mask of 'Vendetta'. Annihilating dozens of his sworn foes was excellent final training in personal combat; it also brought the attention of one fanatical FBI investigator. Now Vendetta sells his skills to the highest bidder, never breaking his word, and never trusting anyone.

The Shadow Dancer (Champions)

Value	*CHA*	*Cost*
8	STR	–2
23	DEX	39
23	CON	26
10	BODY	–
14	INT	4
20	EGO	20
15	PRE	5
16	COM	3
8	PD	6
7	ED	2
6	SPD	27
12§	REC	7
38	END	–4
26	STUN	–

Total 133
+ Powers Cost 122
255

OCV=8
DCV=8
ECV=7

Powers

Pts	*Power*	*End*
	Elemental Control – Negative Energy	
20	1. 2" Radius Darkness, blocks UV and IR*	6
10	2. Force Field – 20ED at ¼END*	1
10	3. 4d6 END Drain, Usable at Range*	6
	Psionic Multipower	
20	30 Point Reserve – All slots at ½ Limit (or worse).	
2	30pt Ultra: 3d6 Ego Attack*	6
1	30pt Ultra: 6d6 Mental Illusions**	6
2	30pt Ultra: 6d6 Mind Scanning***	6
2	30pt Ultra: 6d6 Telepathy‡	6
	Other Powers	
11	Ego Defence (–14)	–
13	15" Teleport; can concentrate for up to 2 phases to get 4× range†	3(12)
13	Radar Sense***	
6	+4 Sight Perception, –1/6"***	–
7	Stealth, 15 or less	–
5	+1 Skill with Multipower	–

Disadvantages	*Value*
Hunted by extradimensional 'demons', 8 or less	30
Hunted by Interpol, 11 or less	25
Nauseated by sunlight	15
Fear of 'demons'	10
Hatred of daylight (irrational actions)	20
3d6 Stun from Flash Attacks	15
1d6 Stun from fire and heat	10
2× All damage from lasers	20
1½× Stun from blasters	10
Total	155

*Do not work in strong light (+½)
**Must be shadows around (+½), Humanoid forms only produced (+½)
***Must be strong shadows in area surveyed (+½)
‡Must be strong shadows near both characters
†Both points must be linked by *deep* shadows (+2)
§Becomes 7 in strong light

History: Natasha Mallory was a low-power mutant telepath with no great interest in using her powers for good or evil, but an immense streak of nosiness. This did her no harm whatsoever until the day she realised to her horror that the innocuous passer-by she was probing was actually a malevolent extra-dimensional being of phenomenal strength who was not only aware of the intrusion, but resented it. The 'demon' attacked and captured Natasha, and had dragged her halfway to its own dark plane before she somehow found the strength to break free. She almost made it home – but not quite; she was not recaptured, but a part of her body and much of her mind remains in a shadowy realm of 'negative energy'. This is not a total disadvantage, however; Natasha now finds that she can tap strange forces, either to reinforce her mental abilities or for use 'raw' in a variety of ways. This power is available to her as long as she avoids strong light (daylight or powerful searchlights can almost cripple her), but she also seems to have been infected with a little of the amorality of the 'shadow realm', and now Natasha Mallory is the Shadow Dancer, ready to sell her powers to the highest bidder.

The Shadow Dancer wears a simple cream-coloured costume and a short black cape; the observant may also notice that much of her body, and especially her face, appears to be in deeper shadow than can be explained by the ambient illumination.

Note: In this scenario, both the restaurant and the street outside can be considered to have shadows present, but *deep* shadow will only become available if most of the restaurant lights are smashed or switched off. Later in the evening, the level of illumination outside the restaurant may fall enough to generate the same effects outside.

The Pirate (Champions)

Value	*CHA*	*Cost*
20	STR	10
24	DEX	42
18	CON	16
18	BODY	16
7	INT	–3
14	EGO	8
10	PRE	–
14	COM	2
8	PD	4
7	ED	3
4	SPD	16
8	REC	–
36	END	–
41	STUN	4

Total 118
+ Powers Cost 67
185

OCV=8
DCV=8
ECV=5

Powers

Pts	*Power*	*End*
5	Climbing (13 or less)	–
7	Swinging (7")	–
10	Blast Pistol: 8d6 Energy Blast, 1 Use, OAF	–
4	4" Swimming	1
4	Throwing Knife: 1d6 Ranged Killing Attack, 1 Use, OAF	–
20	Cutlass: 2d6 H-t-H Killing Attack, (+1d6+1 for STR), OIF	6(9)
7	Missile deflection with cutlass; thrown objects only, 14 or less, OIF	–
10	Two levels with cutlass (combat and missile deflection)	–

Disadvantages	*Value*
Berserks if mocked about anachronism (8 or less, recovers on 11 or less)	10
Hunted by CIA, 8 or less	20
Only one eye	5
Overconfidence	20
Hatred of authority figures	10
Unlucky (1d6)	5
1½× Stun from Energy Attacks	15
Total	85

History: Like Northinghouse, the United States Standard Oil Corporation (USSO Corp) maintains a clandestine special projects department, which often exploits the work of USSO's medical products division. One project developed from the ideas of a company psychologist who suggested that many supposedly 'super-powered' individuals merely had the self-confidence and drive to exploit a widespread latent human potential. His employers challenged the researcher to prove this, and found an experimental volunteer one Larry Van Halen, an embittered ex-US navy man who had been invalided out after an accident cost him one eye. The result of an intensive course of hypnosis, chemically-induced psychosis and brainwashing was moderately successful; Van Halen's personality has now been warped into line with his favourite image of a hero – derived from the old Hollywood pirate movies. USSO have fitted him out with three appropriate weapons; a lightweight, one-shot hand blaster (disguised as a flintlock), a titanium alloy throwing dagger, and a superbly balanced titanium/steel cutlass, which Van Halen carries attached to his wrist by a near-unbreakable metal cable. The Pirate now serves USSO when they need him, and the highest bidder at other times.

MR SMASH (Champions)

Value	*CHA*	*Cost*
28	STR	3
15	DEX	15
33	CON	16
20	BODY	14
5	INT	−5
18	EGO	16
7	PRE	−3
4	COM	−3
15	PD	–
15	ED	−1
4	SPD	15
18	REC	22
36	END	–
34	STUN	1

Total	90
+ Powers Cost	185
	275

OCV=7
DCV=7
ECV=6

Powers

Pts	*Power*	*End*
12	One level of Shrinking, always on +	–
41	Three levels of Density Increase, always on (Most of the effects of these two powers are already included in the characteristics and combat values. Others are: −2 on others' Sight PER, ½ normal size, normal mass).	–
20	Two Extra Limbs (OCV increase included)	–
10	Armour (included in PD/ED)	–
13	4" Climbing on 17 or less	–
12	Ego Defence (−13)	–
15	Parabolic Hearing (×5 range effect)	–
5	Infra-red Vision	–
17	50pt (5d6, 5Def) Entangle – One Use	–
15	15pt Life Support	–
5	5pt Flash Defence	–
20	Increased Running – Net Effect is *8"* Move	(3)

Disadvantages	*Value*
Berserks if hit by electrical or magnetic attack (8 or less, recover 8 or less)	15
Hunted by Green Dragon, 8 or less	20
Hunted by the CIA, 8 or less	20
Colour Blind	10
No Smell/Taste senses	10
No concept of discretion	15
Singleminded pursuit of programmed objective	15
Public Identity	10
1d6 Stun from sub-zero temperatures	5
2d6 Stun from Sonics & Vibration	10
Unusual Looks (14 or less)	15
2× Stun from Electrical and Magnetic attacks	20
2× Stun from Sonics	10
Total	175

History: Northinghouse has a robotics division, which once embarked on a project, part funded by the CIA, to produce a Mobile Remote Self-Motivated Automatic Specialist Hunter – MR SMASH for short. The result was not considered a success, being clumsy, inflexible, and vulnerable to various attack modes, and the CIA cancelled their funding. The Special Projects Unit, however, willingly 'appropriated' the prototype, and sent it on a series of missions. In the first, it inflicted a humilitating defeat on the mercenary martial artist known as Green Dragon; in the second, it was photographed in action by a newspaperman, which obliged Northinghouse to tell the CIA that the machine had been stolen . . .

MR SMASH is a three-foot tall robot, very heavily built, with four arms fitted with fairly sensitive triple claws and a variety of special sensor devices in its head unit. Its experimental robotic brain is mounted within the chest space.

The Villains: Final Notes

These, or any other appropriate super-baddies may be used in this scenario; if others are used, bear in mind that much of the combat will be indoors, so avoid powers that only work in large open space. For simplicity, Hunters should *not* generally appear in the scenario; obviously, the heroes should receive the same privilege.

The Northinghouse Corporation was originated by Tony Green. The Shadow Dancer is based on an idea by Steve Gilham. To both these two, my thanks.

THE OUTSIDE LINE

The Outside Line is an informal association of superheroes, gathered together by Mandala to deal with opponents stronger than its individual members can handle alone. If the group has a particular character, it is anarchic, unconventional, and anti-establishment; two of its members are hunted by the authorities. However, the three individuals get on well together, and make a useful fighting team.

This group is about the smallest in size that can be used effectively in this scenario; if it alone is to be used by the players, the villains deployed should be Vendetta, Torpedo, and either Pirate or, if the players are fairly capable, Shadow Dancer.

Mandala (Champions)

Value	*CHA*	*Cost*
13	STR	3
24	DEX	42
20	CON	20
14	BODY	8
15	INT	5
21	EGO	22
14	PRE	4
14	COM	2
10	PD	7
10	ED	6
5	SPD	16
13	REC	12
30	END	−5
31	STUN	–

Total	142
+ Powers Cost	93
	235

OCV=8
DCV=8
ECV=7

Powers

Pts	*Power*	*End*
10	Acrobatics, 14 or less	–
5	Luck (1d6)	–
19	Martial Arts (5d6 Punch, 6½d6 Kick)	(3)
5	Stealth, 14 or less	–
12	Passive Sonar – works on 11 or less	–
2	Lack of Weakness (−5) on 11 or less	–
10	Missile Deflection (Bullets and Thrown Objects), 14 or less; OIF (bracelets).	–
	Psionic Multipower	
20	20pt Reserve	
2	20pt Ego Defence (−23), fixed slot	–
2	20pt, 4d6 Mind Control, fixed slot	4
2	20pt Telekinesis, fixed slot	4
2	20pt, 4d6 Telepathy, fixed slot	4
2	20pt fixed slot, full damage resistance vs energy attacks	–

Disadvantages	*Value*
Hunted by VIPER, 11 or less	30
Hunted by the Police, 11 or less	25
Code against killing, total commitment	20
Disrespect for authority	10
Dependent NPC (old friend); incompetent, involved on 11 or less	20
2d6 Stun from mind control attacks	10
2× Stun from sonic attacks	10
1½× Stun from poison, chemical, and anaesthetic drug attacks	10
Total	135

History: Back in 1967, a very large number of hippies went east, looking for gurus to tell them the meaning of life. Andrew Mellish was as naïve as any, but he was lucky; *his* guru was really unusual. In addition, Mellish had the determination and commitment to last out a rigorous and comprehensive course of training for mind and body.

Andrew might have spent the rest of his life in a tiny monastery in the foothills of the Himalayas, but after some years, a letter reached him from an old schoolfriend who needed help. Returning to Britain, Andrew was shocked to find how the old ideals of the 60's had faded and died; the worst symptom he encountered was the corrupt property company that was seeking to bulldoze most of his home town. His old friend had stumbled across some dark secrets when figthing that plan, including a complex web or corruption involving VIPER. Taking on these entrenched powers with his mystically-trained powers took Andrew outside the law, even when he eventually won; the strength of his opponents led him to believe that he should continue this kind of work in other areas preferably with assistance. Now, as Mandala, Andrew Mellish leads the Outside Line.

Mandala wears shoulder-length hair, a headband, and a full beard. He also wears a saffron-yellow cape, grey trousers, and thonged sandals, but always goes bare-chested to display the huge, ornate 'mandala' design tattooed on his chest in a multitude of colours. His only other 'ornamentation' is a pair of hardened steel bracelets, with which he can deflect bullets and other missiles. In general, his training makes him fast, agile, and dextrous, although it was far from complete when he left India; it also gives him more exotic powers. He can attempt to 'read' his surroundings from tiny variations in patterns of sound, and his mental training gives him abilities ranging from telepathy to that of 'disbelieving' the power of non-physical forces to harm his body. In addition, an ascetic, monastical style of life has left him unusually robust and healthy.

Skylight

Value	*CHA*	*Cost*
10	STR	–
30	DEX	60
13	CON	6
10	BODY	–
15	INT	5
13	EGO	6
10	PRE	–
14	COM	2
6	PD	4
6	ED	3
8	SPD	40
5	REC	–
24	END	−1
22	STUN	–

Total	125
+ Powers Cost	85
	210

OCV=10
DCV=10
ECV= 4

Powers

Pts	*Power*	*End*
12	Acrobatics, 16 or less	–
6	Magnetic Grips, IIF; Clinging, 20STR, only works on metallic surfaces	2
12	Laser Pistol, OAF; 2d6 ranged killing attack, 8 uses	–
7	Flash Grenades, OAF; 2d6 Flash, 6 uses	–
3	Insulated Suit, OIF; 5pt Power Defence	–
16	'Force Repulsor', IIF; Missile Deflection, all Attack Modes +	–
6	2 Levels in Missile Deflection	–
20	Flying Belt, OIF; 15" Flight on 24END battery +	3
3	1 Level in Flight	

Disadvantages	*Value*
Hunted by UNTIL, 11 or less	30
Hunted by Middle Eastern supervillain group, 11 or less	30
Enjoys combat	15
Always breaks under torture	15
Will always accept challenges to aerial combat (×½)	5
Secret Identity	15
Total	110

History: When UNTIL decided to form a special aerial combat unit, one of their first recruits was an engineering graduate and champion gymnast named Janice Lucenzi. After a few weeks, her instructors were unanimous on two things; Lucenzi was brilliant, and Lucenzi was a hot-

headed idiot. Before they could decide what to do, however, Janice Lucenzi took matters into her own hands by borrowing her experimental combat gear and flying right into the middle of a particularly complicated situation, involving an embassy, hostages, and a terroristical bunch of supercharacters. Her action having forced their hand, UNTIL followed her in, to discover half of their opponents already down, and two of the hostages with stray bullets in them. The ensuing diplomatic complications were monumental.

Janice Lucenzi blamed herself for all this (rightly), and decided that she had little choice in what followed but to run for cover. She assumed the identity of Jane Fellowes, Electronic Engineer, and also that of Skylight, costumed crimefighter, hoping to redeem herself and prove her real worth. Encountering Mandala during a payroll hold-up that they jointly stopped, she accepted his invitation to join the Outside Line, and she continues to oppose evil at every opportunity – or at least, whenever she remembers that she's not supposed to be enjoying herself.

As Skylight, Janice Lucenzi wears a close-fitting blue jumpsuit – actually a new UNTIL design which protects the wearer from Power Drain attacks. She carries a variety of UNTIL-manufactured devices, many of them non-standard, lightweight gadgets. Of particular interest is the 'repulsor' she wears under her costume on her left wrist, which projects a highly localised force field which will deflect any incoming missile or energy beam she sees and reacts to in time. Skylight has medium-length black hair that she wears in a lop-sided style, held in place by a small silver-coloured circlet.

SHALE (Champions)

Value	*CHA*	*Cost*
5	STR	−5
20	DEX	30
25	CON	30
16	BODY	12
10	INT	–
10	EGO	–
12	PRE	2
6	COM	−2
8	PD	7
10	ED	5
6	SPD	30
12	REC	12
50	END	–
44	STUN	12
Total		133
+ Powers Cost		67
		200

OCV=7
DCV=7
ECV=3

Powers

Pts	*Power*	*End*
50	Multipower, 50pt reserve (Mud/Rock Powers)	–
5	−50pt Fixed Slot; 4 Levels, Density Increase at ½END. (Rock Hardness)	4
1	−20pt Fixed Slot; Darkness, 2" radius, partially obscures, 1½×END cost. (Mud Spray)	6
1	−14pt Fixed Slot; +7" Running (to 13"). (Mud Slide)	3
10	2" Stretching (4" non-combat)	2

Disadvantages	*Value*
Hunted by the Tongs, 11 or less	25
Unusual looks, 8 or less	5
1½× Stun from Energy Attacks	15
3d6 Stun from *Extreme* Cold	15
3d6 Stun from Strong Acids	15
Dislikes Violence	15
Uncertainty about own power and ability	10
Total	100

History: James Vernon was once a very ordinary sort of guy, a junior mining engineer working for a Hong Kong-based oil company that was investigating new methods of extraction based on 'modulated molecular permeability'. Somehow, inexplicably, Vernon annoyed the local Tongs while working at company HQ, and they paid him a visit one night while he was working overtime. The heavies accidently pushed Vernon into an experimental vat after short-circuiting one of the machines; they were more than a little surprised when the grey, stone-like being who climbed out of the vat attacked them, and didn't stop gaping until he had knocked them all flat.

Vernon's company flew him home to London, where with the aid of various doctors he managed to gain control of his new, variable, molecular structure. This power was to prove useful when the vengeful, tireless Tongs re-appeared, but even so he was once only saved by the aid of Mandala, who invited him to help form the Outside Line. Vernon's consent came as much out of gratitude as enthusiasm; he is stil unsure about his heroic potential, and remains less than fond of combat, but he has taken the identity of Shale, due to his appearance, which resembles damp grey rock.

Shale can control his body's molecules, and can absorb silicon and water from his vicinity (usually from dust and vapour in the air) to reinforce it temporarily; somehow, he can even transform himself to a rock-like form. This can compensate for the normal physical weakness of his new body, but concentrating on it prevents him using his 'mud control' for other purposes. His new form is also strikingly quick, responsive, and elastic.

GOLDEN HEROES STATISTICS

Since *Champions* and *Golden Heroes* differ widely, the statistics given for *GH* may not accord exactly with the character descriptions given above. However, they provide a working compromise.

Torpedo (alias James Pinchon)
Weight: 153lb+22lb suit
Height: 6'1"
Handedness: Right
Strength: 12+18=30
Ego: 8
Dexterity: 10
Vigour: 12
Damage Bonus: +15
HTK: 45
HTC: 39
Defence Class: 4
Costume: Lightweight armour
Movement: 6m
Powers
Armour 1, Health 1 (suit has own air supply/purifier), *Heightened Senses 2* (radar, infra-red vision), *Strength 1, Weapon Skill 1* (mini-grenades), *Special* (*Sub-Aqua*).

Note: All Torpedo's powers derive from the armour he wears, which also incorporates a radio receiver. It is powered by a super-compact battery with a rather short life (Torpedo may lose his super strength after a few attacks, at the SS's discretion). *Weapon Skill* applies to 4 suit-mounted 'mini-missiles'; these act as Light Projectiles (1d6+3 HTC, 2d6+3 HTK), but are explosive and can attack up to 4 opponents within 3m of a chosen target point. The suit is equipped for sub-aqua work, allowing Torpedo to 'swim' at 15m per frame (drawing on battery power) and manoeuvre with ease under water.

Vendetta (alias Marco DiMaggio)
Weight: 183lb
Height: 6'3"
Handedness: Right
Strength: 13
Ego: 12
Dexterity: 12
Vigour: 8+10=18
HTK: 63
HTC: 64
Defence Class: 5
Costume: Padded
Movement: 6m
Powers
Intuition 1, Martial Arts (*Pugilism 2* plus Judo Throw), *Skills 1* (*Hide in Shadows*), *Vigour 1.*

Note: All Vendetta's powers derive from long experience and hard training, plus fanatical drive.

The Shadow Dancer
(alias Natasha Mallory)
Weight: 111lb
Height: 5'4"
Handedness: Left
Strength: 4
Ego: 14
Dexterity: 14
Vigour: 12
Damage Bonus: −2
Dodge Bonus: +1
HTK: 37
HTC: 41
Defence Class: 6
Movement: 6m
Powers
Energy Immunity 3 (cold/ice, nuclear, cosmic), *Heightened Senses 1* (radar), *Psi Powers 1* (*Hallucinations, Psi Blast, Telepathy*), *Skills* (*Hide in Shadows*), *Stunner 1, Teleport 1.*

Note: Shadow Dancer's powers are a mixture of natural psionic talents enhanced by her mystical experience, and mystical power of 'negative energy' and shadow. *Energy Immunity* requires her to be conscious in deliberately deflecting damaging energies, her 'radar' is awareness of anything happening in nearby darkness, her *Hallucinations* are invariably of shadowy forms, her *Psi Blast* and *Telepathy* both demand the presence of shadow or darkness. Her *Stunner* is actually her mystical ability to drain a victim of energy at range. *Teleport* is her (limited) ability to 'flow' through shadows. She will avoid strong light at all times since she loses her powers in strong illumination.

The Pirate (alias Larry Van Halen)
Weight: 143lb
Height: 5'9"
Handedness: Right
Strength: 16
Ego: 8
Dexterity: 14
Vigour: 13
Damage Bonus: +1
Dodge Bonus: +1
HTK: 37
HTC: 51
Defence Class: 6
Movement: 7m
Powers
Advantageous Background 2, (*Training* already included in STR and DEX), *Weapon Skill 2* (Lightweight Sword, either 1H or 2H penetrative), *Special 2* (Psychoconditioning and minor weapons).

Note: The Pirate derives his powers from his complete belief in himself as an archetypal swashbuckler. He can perform any minor feat of agility or skill that is in keeping with this image. He carries two one-use weapons which he can employ at Weapon Class 3; a throwing knife and a blast pistol disguised as a flintlock (2d6 HTK, 4d6 HTC and reduces target's Damage Dividers by 2).

MR SMASH (no alias)
Weight: 209lb
Height: 3'1"
Strength: 5+16=21
Ego: 12
Dexterity: 8
Vigour: 10
Damage Bonus: +6
Strike Bonus: +1
Dodge Bonus: +1
HTK: 41
HTC: 31
Defence Class: 4
Movement: 4m
Powers
Advantageous Background 2 (*Special* ×2; four-armed, three foot tall robot), *Cybernetics 1* (computer brain), *Health 3* (disease/radiation immunity, environmental survival anywhere a sealed machine can function, toxin immunity), *Heightened Senses 2* (Enhanced hearing, infra-red vision), *Strength 1, Tough Skin 1.*

Note: This robot's small size and multiple well-co-ordinated limbs give it the Dodge and Strike modifiers above, and allow it to climb very easily. Since it is only a simple-minded machine it has some severe sensory limitations (colour blindness, no chemosensors); if it suffers a Scramble Powers hit, it will run amok.

THE OUTSIDE LINE

Mandala (alias Andrew Mellish)
Weight: 140lb
Height: 5'10"
Handedness: Left
Strength: 12
Ego: 12
Dexterity: 13
Vigour: 13
Dodge Bonus: +3
HTK: 45
HTC: 45
Defence Class: 6
Movement: 6m
Powers
Advantageous Background 2 (*Previous Training* ×2; increases already included in DEX and EGO), *Agility 1, Energy Immunity 1* (heat/flame), *Martial Arts 1* (*Oriental Grade 1* plus Judo Throw), *PSI Powers* (*Telempathy* as Speciality, *Telekinesis, Telepathy*), *Skills 1* (*Hide in Shadows*).

Note: All Mandala's powers derive from his physical and mystical training. His immunity to fire is achieved by reminding himself of the illusory nature of such ephemeral forces – an act of will precluding the simultaneous use of his psionic talents.

Skylight (alias Janice Lucenzi)
Weight: 115lb
Height: 5'1"
Handedness: Right
Strength: 5
Ego: 7
Dexterity: 18
Vigour: 7
Damage Bonus: −1
Strike Bonus: +3
Dodge Bonus: +3
HTK: 28
HTC: 17
Defence Class: 6
Movement: 5m

Powers
Advantageous background 1 (*Previous Training*; increases included in DEX), *Cybernetics 2* (2 *Specials*: Force Deflector and Flash Grenades – see Notes), *Flight 1*; *Reactions 1, Skills 1* (Gymnastics), *Wallcrawling 1, Weapons Skill 1* (Laser).

Note: Skylight's natural dexterity and gymnastic skill are phenomenal. Her Force Deflector (a small gadget worn beneath the sleeve of her costume) generates a field effect that can be used against ranged attacks only as if the wielder had *Weapon Skill*: *Shield* (used defensively), while her Flash Grenades (6 carried) 'detonate' with a dazzling flash – anyone within 4m may be blinded unless their eyes are protected; a character may attempt to protect his eyes (requires successful Dodge vs Weapon Class 3) otherwise blinded for 1d6 Frames. Skylight also uses a short-range flying belt, a set of magnetic 'grippers' providing *Wallcrawling* ability on metal surfaces, and an eight-shot laser (as rules, but used with *Weapon Skill*). She is quick, clever, and a useful ally, but rather too excitable and unused to real pain.

Shale (alias James Vernon)
Weight: 133lb
Height: 6'0"
Handedness: Right
Strength: 4+17=21
Ego: 6
Dexterity: 13
Vigour: 15
Damage Bonus: −2/+16
Dodge Bonus: +3/0
HTK: 53
HTC: 56
Defence Class: 5/4
Movement: 10-15/5m
Powers
Mass Variation 1, Self 1, Solidify 1, Speed 1, Strength 1, Stretch 1, Tough Skin 1.

Note: Shale can only use his *Strength* and *Tough Skin* powers when his *Mass Variation* is active, and he can only use the latter to increase his mass; furthermore, he can only use his *Speed* and *Stretch* powers when not using his increased mass. When two numbers are given above, the first represents the character with *Speed* and *Stretching* active, the second, Shale's *Strength* and *Tough Skin* functional.

RUNNING THE SCENARIO

Peking Duck is quite easy to set up; the referee need only place the staff and customers in appropriate positions around the restaurant (with roughly equal numbers upstairs and down, and – preferably – the Mafiosi upstairs), and then ask the players how the heroes propose to go about their invesigation. From then on, all the NPCs are essentially reacting to events, although the players may well not believe this. The villains have the the building under surveillance, and they will strike the moment that the heroes reveal themselves, arriving within one turn and making straight for Tony Rigatoni. The police also have the restaurant watched, and *they* will intervene as soon as any violence starts, but unfortunately for them only three men are watching the building. These are a junior CID man who thinks he's Maigret and two constables who work by the book; they will do their best to arrest anyone who seems to be breaking the law; being policemen, they have mixed feelings about people in funny costumes claiming to fight crime.

If the players choose to be so subtle that they fail to trigger any action, things will start happening after one hour, when Tony Rigatoni will decide that his contacts are not going to appear, and so will leave. The villains will therefore be forced to act (make this *prompt*, else the action will shift outside the nice, cluttered confused restaurant), which will in turn force some response from the heroes and police.

A final note; hunters, dependents, etc, should not generally appear on either side in this scenario, unless the GM really enjoys huge, complicated fight scenes. Of course, heroes who are hunted by the Tongs or who have a particular hatred of drugs provide an excuse to run the whole thing, and any who are hunted by the Police will be of interest to Inspector Dalhousie and his men. Unusual Looks, Psychological and Physical Limitations, and Unluck are all highly relevant, however (in *Golden Heroes* terms – consider carefully the heroes' Campaign Ratings).

If the players are using their own characters, an interesting twist is to have the Outside Line appear independently as NPCs following their own leads on Tong plans and quite possibly mistaking less well-known heroes for villains. In any case, have fun with the scenario, and wish the players luck! □

Table One: Objects and Fittings

Item	Weight (kg)	Champions DEF	Champions BODY	Golden Heroes SIZE	Golden Heroes HTK
Tumbler	0.25	1	1	0	1
Plate	0.4	1	2	0	1
Bottle	0.6	1	1	0	1
Cutlery	0.2	4	1	0	3
Telephone*	1	2	1	1	2
Stool	10	4	4	2	4
Chair	14	4	4	2	4
Table or Desk	50	4	6	3	6
Wooden Partition	20-50	4	2	3	2
Counter	30-100	5	5	3	5
Curtain**	1	1	1	1	1
Bamboo Curtain	n/a		—obstructs vision only—		
Padded Wall Bench	60	6	4	3	6
Door – Interior	25	2	5	2	4
Exterior	30	4	5	3	5
Washbasin	15	5	3	2	4
Toilet	25	5	4	2	4
Light Fitting***	n/a	1	1	1	1
Fridge/Freezer/ Cooker***	120	5	6	4	8
Brick Wall	n/a	6	4	–	8

*If damaged, remains 'live' on 5+ on 1d6; inflicts ½d6 killing damage on contact.
**Only damaged by killing attacks (*GH*: Penetrative attacks).

Table 2b: 'Normals Appearing' (Golden Heroes)

No/Name/Role	EGO	STR	DEX	VIG	HTK	HTC	Notes, etc
1. Mi (Reception)	4	2	5	3	8	10	
2. Waiter 1	5	5	4	4	14	14	
3. Waiter 2	5	4	4	5	16	18	Oriental M/Arts 1 plus Judo Throw
4. Mr Chong (owner)	3	3	5	4	15	13	
5. Kang (cook)	6	8	6	8	28	30	
6. Kang Se (Kang's daughter)	3	2	8	4	13	13	
7. Fred (Cust)	4	4	4	4	14	14	
8. Bill (Cust)	4	4	4	4	16	12	Gymnastics skill
9. Jane (Cust)	5	3	5	4	11	15	
10. Stewart (Cust)	6	4	4	5	16	20	
11. Myra (Cust)	8	4	4	4	19	14	
12. Tony Rigatoni (Cust/Mafiosi)	5	5	5	5	18	17	Carries a pistol
13. Marco Vennecci	8	8	7	8	26	31	Carries a pistol; WC1 with all comb.
14. Insp Dalhousie (Police)	5	5	6	5	19	16	WC1 with club
15. Con Plodd (Police)	5	6	8	5	20	21	Pugilism 1
16. Con Parkins (Police	7	7	5	7	23	30	WC1 with club

Note: Cust=Customer. Police, Mafiosi, and Kang have 3 frames, all others have 2. All move 3 metres.

Table 2a 'Normals' Appearing (Champions)

No/Name/Role	STR	DEX	CON	INT	EGO	PRE	COM	PD	ED	SPD	REC	O/DCV	ECV	BODY	END	STUN	SEX	Notes
1. Mi (Receptionist)	6	12	9	11	10	12	20	1	2	3	5	4	3	9	18	18	F	
2. Waiter 1	11	10	10	10	10	8	9	2	2	2	4	3	3	10	20	20	M	
3. Waiter 2	10	9	12	11	11	10	10	2	2	2	5	3	4	12	24	22	M	10pts Martial Arts; a peaceable type
4. Mr Chong (Owner)	9	12	9	12	12	12	7	2	2	2	3	4	4	9	18	18	M	
5. Kang (Cook)	15	14	17	8	9	15	6	3	6	3	7	5	3	13	34	32	M	
6. Kang Se (Cook's daughter)	5	14	8	11	7	6	16	1	2	3	3	5	3	7	16	14	F	
7. Fred (Customer)	11	10	10	10	10	10	10	2	2	2	4	3	3	10	20	20	M	
8. Bill (Customer)	10	10	10	10	10	10	10	2	2	2	4	3	3	10	20	20	M	8" Running, Acrobatics on 11 or less
9. Jane (Customer)	10	12	10	10	10	10	10	2	2	2	4	3	3	10	20	20	F	
10. Stewart (Customer)	10	10	10	5	12	11	10	3	3	3	4	3	3	10	20	20	M	
11. Myra (Customer)	9	10	10	10	16	10	8	3	3	2	4	3	3	10	20	20	F	
12. Tony Rigatoni (Cust & Mafiosi)	12	12	12	14	14	15	10	3	3	3	4	4	5	10	24	22	M	Carries a pistol
13. Marco Venecci (Bodyguard)	15	14	15	8	8	15	6	5	5	4	6	5	3	18	30	35	M	Carries a pistol, +2 skill with punch
14. Insp Kenneth Dalhousie (Police)	10	10	10	12	12	16	10	3	4	4	4	3	4	11	20	25	M	Carries a truncheon (+1 skill), detective work (14 or less)
15. Con Plodd (Policeman)	10	15	9	9	9	9	15	3	3	3	6	5	3	10	20	22	M	10pts Martial Arts
16. Con Parkins (Policeman)	13	10	12	8	14	11	10	3	2	2	7	3	5	12	24	25	M	Carries a truncheon

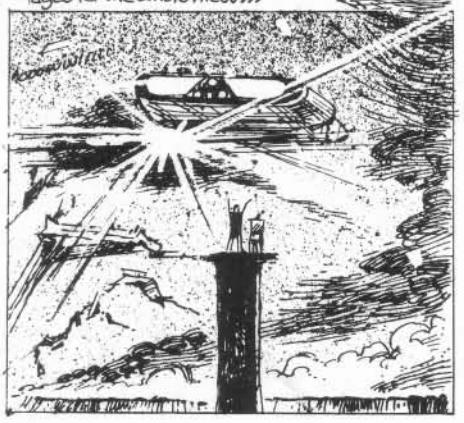
Gavin is the TERMINATOR

CHAPTER 16 : "IT'S NOT OVER YET!"

THE TRAVELLERS

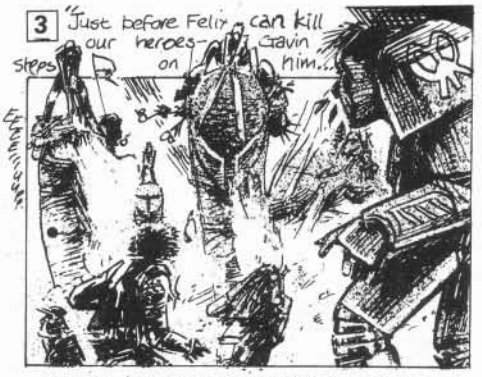
ROLL YOUR OWN ENDING: Here is your chance to roll the end of *The Travellers*. And remember to modify your die roll ie Hayes' chances of survival: DM-12.

1 "The Prisoner goes crazy ape bonkers and the Patron refuses to pay up so they are left marooned. Flinn strangles Hayes for the whole mess..."



2 "Just as all are arguing about the fee – Felix – fed up of being pushed around, reveals him/her to be a Pan-dimensional being and kills all our heroes, after a request from Flinn to strangle Hayes first..."

3 "Just before Felix can kill our heroes – Gavin steps on him..."



Suddenly they are surrounded by strange men on the backs of huge worms – professing Gavin as their new messiah. The travellers stay for a fruitfull life – except Hayes who is banished into the wilderness to become a hermit and come across unconscious young farm hands..."

4 "Just before Gav is hailed messiah, Flinn manages to sell them his entire consignment of vacc-suits for rare spice and becomes immensely rich. All live happily ever after – except Hayes – who after making numerous "worm" jokes is committed to the ritual "Paun Phart" – in which he is hacked to pieces with a large garden spade..."

© D HARRISON 24-3-85 ©

5 "But just before they go – it begins to rain for the first time and all hail Gavin the new David Lynch/Frank Herbert – Unfortunately forgetting Gavin's name is also capable of shattering rock – so blowing up the planet..."

"Hayes dying only moments before from mass strangulation..."

6 "Before any of that happens – the Patron turns out to be the Prisoner's daughter who financed the operation to rescue her father. United at last they plan to start a new life together – but regrets to say she can't pay them. Hayes says "That's alright – your love and reunion is reward enough," and with big grins and glowing hearts they fly off ... and strangle Hayes..."

"Yes folks, for those of you who chose ①③④⑥, a happy ending for the travellers, those adventurers who don't know the meaning of fear, no, oubliette, plot or storyline..."

THE END.

Starbase *is an alternate monthly column for* Traveller *enthusiasts, edited by Bob McWilliams.*

WORDLY WILES

Social Customs in Traveller by Anna Prince

There is one rather glaring omission in the *Traveller* rules. They tell you how to generate planets, and the animals which live on them, but nothing is said about the society of the human inhabitants.

True, the characters' most basic questions are answered: Can I carry my gun? Do the inhabitants have anything more powerful?

In the planetary stats, only the government type gives some flavour, but it is so vague that it needs much fleshing out. For instance, a company-owned planet could be a completely open society, where slavers come to trade and anything is permitted; or a closed one, with unlicenced trading forbidden and people arrested for not having green hair.

I fear, though, that the unwritten assumption behind most *Traveller* material is that every society is identical to twentieth century America. (An honourable exception is *Adventure 9, Nomads of the World-Ocean*, but that, unfortunately, will give harried GMs no clue about how to produce un-American societies for themselves.) However, society changes radically even in a few centuries: read a Jane Austen novel to see how much it has altered in the last couple. Despite this, it is easiest to assume that the Imperium matches our society. (A convenience which gives play a recognisable background.) But the Imperium is an abstraction: the worlds within it will vary widely.

Worlds many months' travel apart will inevitably differ from each other more than any two nations do on Earth today.

At this point, the harried GMs I mentioned before will probably be groaning, 'Not another load of irrelevant details to work out before my players get down there and start shooting people!'

Yes and no.

Before going any further, I must make it clear that if you play *Traveller* with a lot of *Mercenary* or *Snapshot*, and little else, then this article may contain little of interest to you, since neither type of game depends on plotting.

Otherwise, yes, I am suggesting GMs spend time working out more details: but no, they are far from irrelevant. They will make creating scenarios easier, as well as giving your players more pleasure.

People enjoy interacting with other people. And that, from the first request for landing permission to the last backward shot, is what *Travellers* will be doing.

Presumably one of the reasons you are all role-playing is that you enjoy the otherness such games make possible; and another is the chance to live-out a novel. A science fiction novel makes possible a special kind of otherness, so that players who move from one bland intergalactic Hilton to another are missing a most enjoyable element of the game. Starports may be alike, but the worlds on which they are set will not be.

Where are GMs to find all these societies, though? On Earth, of course, since this is the only planet we know.

It will not be necessary to create every world in great detail. If the players will only be passing through, then a brief phrase or even a word may be enough. 'Xenophobic', Chinese-type bureaucracy', 'Duelling common', 'Native sophonts kept as slaves', 'Consider it rude to pay compliments'. And so on. You may get ideas here from the planet's stats, as you start asking yourself how certain apparent inconsistencies happened.

On the other hand, you could reverse what the stats seem to be indicating. There is no reason why a high-tech, high law level world should not also have a religion which requires them to eat their leaders. Or even visitors . . .

As you read this, you may already have had some ideas. But over a whole subsector , even the most fertile imagination begins to feel arid. For a sector, you will certainly need help.

Fortunately, help is available. SF books will be useful. For instance, civilised cannibalism was used in *Stranger In a Strange Land*. But disappointingly, far too many SF books present people who, when the technological gloss is stripped off, are just like us.

Anthropology and history books are much better sources. Of course, it is not good enough just to transport medieval Japan into space and hope for the best. The trick is to mix and match.

The range and variety of the solutions humans have found to the problem of living together in groups, is staggering. But to make an alien world seem as strange as it should be, try joining customs which have never, on Earth, been found together.

This can be done even in the short descriptions. 'Exchange gifts before trading. Discuss money only in church'. Such customs are almost guaranteed to have *Travellers* offending the locals, resulting in many chances for mayhem.

Presented with such challenges, sensible parties will soon begin questioning the starport staff before they meet any natives of the planet, or will seek out library data. Such information will be available, but need not be complete. It might even be deliberately misleading. It is best, though, to give the players enough true information to make them feel confident, while withholding a couple of key facts.

Setting up the worlds on which you intend to place a scenario will be more difficult. The more details you must place on a world, the harder it becomes to keep them consistent. It is very helpful if you can find someone, who does not play in your group, with whom you can discuss your ideas.

Each important world must have a solid foundation, but it would take hours of work to create a self-consistent, functional society. Fortunately, there is no need to do so. History is littered with examples.

You will probably want to read up on society before you base a world on it. Children's books are best for basic groundwork, and should be available from the library. But remember that they generally avoid discussing sex: an omission which gives a distorted idea of any society.

An example would help.

Let us imagine a world based on classical Athens. It is slave-owning, philosophical, Imperialist, inhabited by warrior-citizens who denigrate women, laud homosexuality, expose unwanted children and have brought art to a high peak. They are mildly contemptuous of foreigners, are polytheistic and live in a democracy.

Add to that list a custom which forbids people to name or refer to the recently dead; imagine that they are rude to their friends while being polite only to enemies, and you already have several scenarios suggesting themselves.

The slaves could be a native life-form an Imperial charity is trying to protect, or might be rebellious androids buying imported guns. Either way, it would be easy to involve the player characters.

Perhaps they have arrived to seek the Only Man Who Knows The Answer. If everyone on the planet thinks he is dead, the players could take a long time to realise why people are uninformative, always polite, and keep attacking them.

So the small effort of drawing the outline of a society has, in return, given rise to a plot and a couple of potential subplots. Clearly then, creating a social background is more than icing the cake: it is, or should be, a vital part of producing a subsector.

Players should spend more time thinking than rolling dice. Who can I trust? How do they manage that? What happened to the last ship which landed here? Where do the Bilg go in the summer? Each scenario should present its players with several problems like those. If it does not, the designer is not making full use of the infinite variety of worlds available in *Traveller*.

One final thought to worry players. Some worlds, outside the Imperium or on its fringes, may have quite highly developed psionic powers. An insult to the wrong person might have any number of painful results. Imagine a cursed ship which, though mechanically sound, has a high chance of misjumping. It could be a long task even reaching a world where the curse might be lifted. Survivors would, if nothing else, have learned to be polite to witchdoctors. □

ttG

TABLETOP GAMES
53 MANSFIELD ROAD, DAYBROOK, NOTTINGHAM

P&P: 10% (min 16p) in UK.
OVERSEAS: Surface Mail 15% (min 15p); Airmail 60%.

SEND SAE FOR 24 PAGE CATALOGUE

REAPER 15mm FANTASY

CHARACTERS
12p each
F1 Magic User w/Staff
F2 Mag. User w/Wand
F3 Cleric in Chainmail
F4 Cleric in Plate
F5 Thief
F6 Assassin
F7 Bard
F8 Fighter in Chainmail
F9 Female in Plate
F10 Female MU
F11 Female Cleric
F12 Female Thief
F13 Female Fighter in Chainmail
F14 Female Fighter in Plate
F15 Dwarf in Chainmail with Axe
F16 Dwarf in Plate with Axe
F17 Dwarf in Chainmail with Sword
F18 Dwarf in Plate with Hammer
F19 Elf Magic User
F20 Elf Fighter

DRAGONS
Red Dragon £1.95
Black Dragon £1.95

MONSTERS
Ape 15p
Ogre (25mm) 30p
Troll (25mm) 30p
Ghoul 12p
Skel'ton Warrior 12p
Liche 15p
Liz'man w/Club 20p
Liz'man w/Sw'd 20p
Naga 20p
Gargoyle 20p
Wyvern £1.95
7-head Hydra £1.75
Mounted Lord of Chaos 35p
Mounted Knight of Chaos 35p
Lord of Chaos 15p
Knight of Chaos 15p
Minotaur 15p

GIANTS
Hill (30mm) 45p
Fire (40mm) 95p
Frost (50mm) 95p
Stone (40mm) 80p
Ent 85p

FLYING REPTILE
With Lord of Chaos Rider ..... £1.50 (or Chaos Knight Rider)

DEMONS
Winged Fiend (30mm) 40p
Satanic Archdeacon (40mm) 85p
Balrog (35mm) 85p
Manticore 20p
Giant Slug 20p

GOBLINS
Goblin Standard Bearer 25p
Goblin advancing with Sword 20p
Goblin attacking with Sword 20p
Goblin attacking with Axe 20p

CHARIOTS
2-Horse, Scythed Chariot with Rider . 60p

REAPER

Revised Edition of the most popular Fantasy Wargame Rules £2.95
Attack of the Fungoid Trolls (first Reaper scenario) 75p
Reaper Starter Pack £14.50
(Basic Rules, dice & two small 15mm fantasy forces)

NEW 15mm REAPER FIGURES

Lizardman with Spear 20p
Lizardman with Axe 20p
Goblin with Spear 20p
Wizard on Throne 40p
Centaur with Bow 25p
Centaur with Spear 25p

ORCS
Orc with Axe 12p
Orc with Scimitar 12p
Orc advancing with Sword 12p
Orc with Spear 12p
Orc striking with Sword 12p
Orc mounted on Dragon 50p

CHARIOTS
Good £1.99
Evil £1.99

FANTASY & ROLE-PLAYING RULES
Monster Combat (TTG) £1.50
Once upon Time in West (Gun Fight) . £3.90
Volume 4 of above £1.50
Rudis (Gladiatorial) £1.50
Retinue (Medieval Skirmish) £1.95
Heroes (Dark Ages) £2.95
Pony Wars (Indian Fights) £1.95

SF RULES (TTG)
Combat 3000 ..... £1.95
Combat 3001 (for above) £1.75
Starguard £1.50
Starhound (Fighter Combat) £1.75
Encounter (Space Action) £1.75

Metal Magic

SUPERB NEW RANGE OF 25mm FANTASY FIGURES BY GERMANY'S LEADING DESIGNER, FROM TTG.

FIGHTERS
1a Paladin in Plate 45p
1b Fighter in Scale with Mace 45p
1c Fighter swinging Axe 45p
1d Fighter in Chainmail with Sword . 45p
1e Fighter with Axe & Square Shield ... 45p

WIZARDS
3a Wizard reading spell from Book ... 45p
3b Wizard with Staff 45p
3c Enchanter Summoning 45p
3d Wizard with Scroll 45p
3e Bearded, with Pointed Hat 45p

BARBARIANS
5a With Sword & Dagger 45p
5b Oriental Barbarian 45p
5c Viking Barbarian 45p
5d Barbarian in Scale with Axe 45p
5e Barbarian with 2-handed Sword 45p

DWARFS
7a Dwarf with Poleaxe 45p
7b Dwarf with Warhammer 45p
7c Dwarf with Axe 45p
7d Dwarf with Sword & Shield 45p
7e Dwarf in Scale with Sword 45p

ELVES
9a Elf standing with Spear 45p
9b Elf advancing with Spear 45p
9c Elf firing Bow 45p
9d Female Elf with Bow 45p
9e Female Elf with Sword & Shield .. 45p

SKELETONS
11a Skeleton in Chainmail w/Sword 45p
11b Hooded Skeleton 45p
11c Skeleton with Scimitar 45p5
11d Skeleton with Dagger 45p
11e Armoured and drawing Sword .. 45p

UNDEAD
13a Liche 45p
13b Ghost 45p
13c Ghoul 45p
13d Zombie 45p
13e Grave Beast 45p

CHAOS FIGHTERS
15a Bowman 45p
15b Fanatic in Horned Helmet 45p
15c Chaot in Plate with Large Axe 45p
15d Chaot with Skull Club 45p
15e Chaot in Chainmail with Scimitar .. 45p

FEMALE FIGHTERS
2a Female Fighter with Axe 45p
2b Fem. Fight, 2 Swords & Buckler ... 45p
2c Defending with Shield 45p
2d Female Fighter drawing Sword 45p
2e Female Fighter in Plate with Sword . 45p

CLERICS
Cleric with Staff 45p
4b Bearded Cleric attacking with Mace . 45p
4c Cleric, Chainmail with Round Shield . 45p
4d Portly Friar 45p
4e Cleric: Shield & mail Hood 45p

THIEVES
6a Rogue: Studded Arm'r w/Sword ... 45p
6b Assassin Striking 45p
6c Thief with Loot & Spiked Club 45p
6d Female Thief with Lamp 45p
6e Female Thief demanding Cash 45p

SLIME MONSTERS
8a Fungoid Screamer 45p
8b Bloodworm 45p
8c Fungus Spores 45p
8d Paving Mould 45p
8e Amoeboid Blob 45p

ORCS
10a Orc Chieftain with Sword 45p
10b Orc with Spear 45p
10c Orc with Axe 45p
10d Orc with Shortsword 45p
10e Orc with Mace 45p

MONSTERS SET 1
12a Doppelganger 45p
12b Giant Frog 45p
12c Gargoyle 45p
12d Harpy 45p
12e Medusa 45p

GOBLINS
14a Chieftain with Mace 45p
14b Warrior with Spiked Mace 45p
14c Warrior with Spear 45p
14d Slinger 45p
14e Warrior with Sword 45p

FEMALE PRIESTESS
16a Priestess with Cross 45p
16b Priestess in Plate with Mace 45p
16c Priestess with Staff 45p
16d Priestess Worshipping 45p
16e Priestess with Bag of Herbs 45p

LASERBURN

NOW A COMPLETE SCI-FI COMBAT & & ROLE-PLAYING SYSTEM.
LASERBURN RULES (basic) £1.95
FORCES OF THE IMPERIUM £1.75
IMPERIAL COMMANDER (military combat rules) £1.95
ADV, LASERBURN & ALIENS £1.95
ROBOT BOOK £1.95

LASERBURN SCENARIOS
Bunker 17 ..... £1.50
Tarim Towers Heist £1.50
Sewerville Shoot-Out £1.50
Sea Prison Siege £1.50

STARTER PACK ..... £7.95 (inc p&p)
(Rules; Bunker 17; 15mm Figures & dice)

Full range of Figures & Vehicles available for LASERBURN.

NEW!
'SCAVENGER'
A Solo Laserburn Scenario £2.50
Become an 'organ-legger' and ply the universe in this 'endless' solo book based on the LASERBURN system.

25mm ASGARD FIGURES

DWARFS *(SUPERB RANGE OF DWARFS, IN OUR OPINION, THE BEST WE'VE SEEN)*
DW1 Adventurer 60p
DW2 Dwarf Axeman 60p
DW3 Dwarf with Hammer 60p
DW5 Dwarf hero 60p
DW4 Dwarf Spearman 60p
DW6 Black Dwarf 60p
DW7 Dwarf Scout 60p
DW8 Dwarf Lord 60p
DW9 Dwarf Shield Maiden 60p
DW10 Dwarf Crossbowman 60p
DW11 Dwarf with Arquebus 60p
DW12 Dwarf Mercenary 60p
DW13 Dwarf Pikeman 60p

BARBARIANS
BP1 Clonar Sternbow 75p
BP2 Taran Firedaughter 75p
BP3 Kern the Reaver 75p
BP4 Koth Beasthelm 75p
BP5 Mad Rollo 75p
BP6 Serni the Darkling 75p
BP7 Arflane the Archer 75p
BP8 Aurock Stormkin 75p
BP9 Skai Wolfbane 75p
BP10 Alric Mancleaver 75p
BP11 Two Cuts 75p
BP12 Maxx the Ragged 75p

GREEN MACHINE GAMES

19 EAST STREET
TOWER HAMLETS
DOVER, KENT.
TEL: 0304-203372
Mon-Fri: 9-5.30
Sat: 9-5

THE WARGAMES STALL
INDOOR MARKET
20 ST. PETERS STREET
CANTERBURY
TEL: 0227-68844
Mon-Fri: 10-5
Sat: 9.30-5.30

Stockists of most Roleplaying, Wargame, Fantasy and Sci-Fi Games.
Also Fantasy and Sci-Fi posters in stock.

EVEN SMAUG IS WELCOME AT

RAINBOW GAMES

Come and see our vast range of **ROLE PLAY GAMES PLAY AIDS, MINIATURES & MODELLING EQUIPMENT.**

FRIENDLY ADVICE ALWAYS AVAILABLE AS WELL AS MANY SECOND HAND BARGAINS

147 Kings Road, Brentwood, Essex.
Open MON-SAT 9.00am–6.30pm
Telephone: 0277 227043

Hobbyhorse

FOR THE FINEST RANGE OF FANTASY ROLE-PLAYING GAMES IN THE COUNTRY
—Special offers always available—

Citadel, Essex, Denizen, Grenadier Miniatures —*thousands in stock,* Prince August Moulds, Playing Aids & Accessories etc.

95 Newark Road, Bracebridge, Lincoln.
Tel: 0522 42566

NOW OPEN

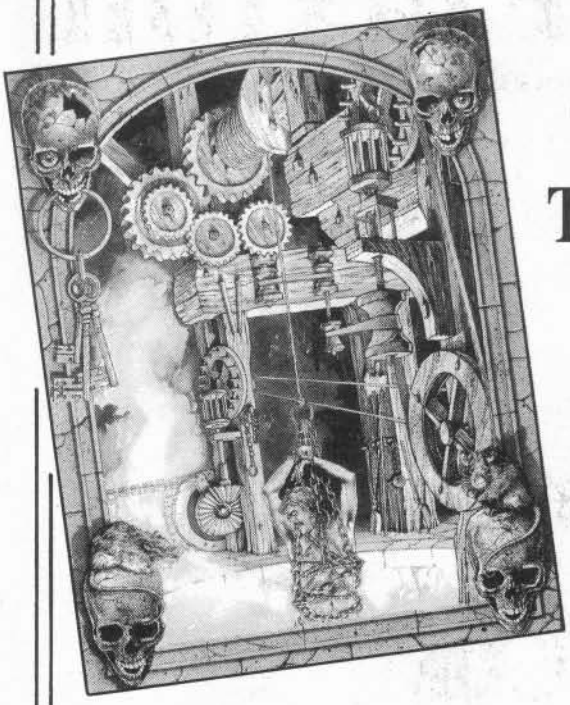
A NEW GAMES SHOP IN WARWICK

Midland Games Centre

UNIT 8, THE KNIBBS, SMITH STREET, WARWICK. TEL: WARWICK 401104.

Entrance from Smith Street or Public car park at rear.

ANOTHER SMALL GAMES SHOP WITH A LARGE SELECTION OF GAMES AND MINIATURES.
OPEN 9.30am–5.30pm
CLOSED THURSDAYS
ALSO AT SHAMBLES ARCADE, 21 HALES STREET, COVENTRY



THE TASKS OF TANTALON

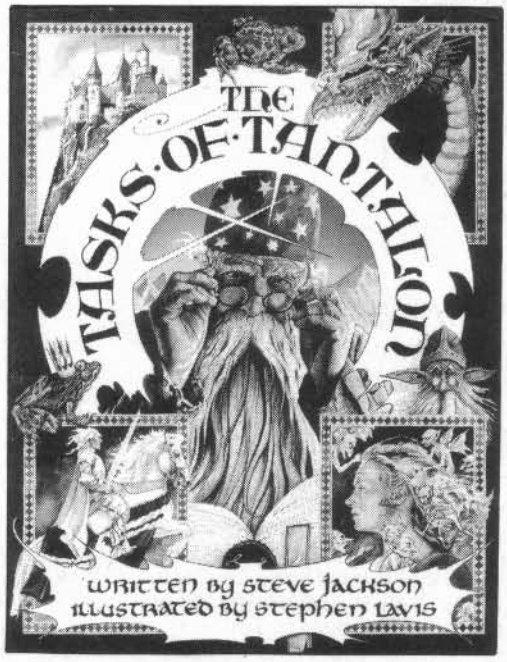
By Steve Jackson Illustrated by Stephen Lavis

After 18 months of preparation, Steve Jackson's new venture is now complete!

The Tasks of Tantalon is a full-colour large format adventure quest book. Like the Trials of Hercules, the reader must solve Tantalon's 12 tasks to reach the 13th and most difficult. This involves the book's ingenious secret known only to the author, illustrator and editor and involves a cunning device never before used in publishing!

Each Task is a puzzle which is solved by studying the beautiful full-colour illustrations by Stephen Lavis. Will you be able to solve Tantalon's Task's and unlock the secret of the book?

Available July from Book and Game Shops everywhere

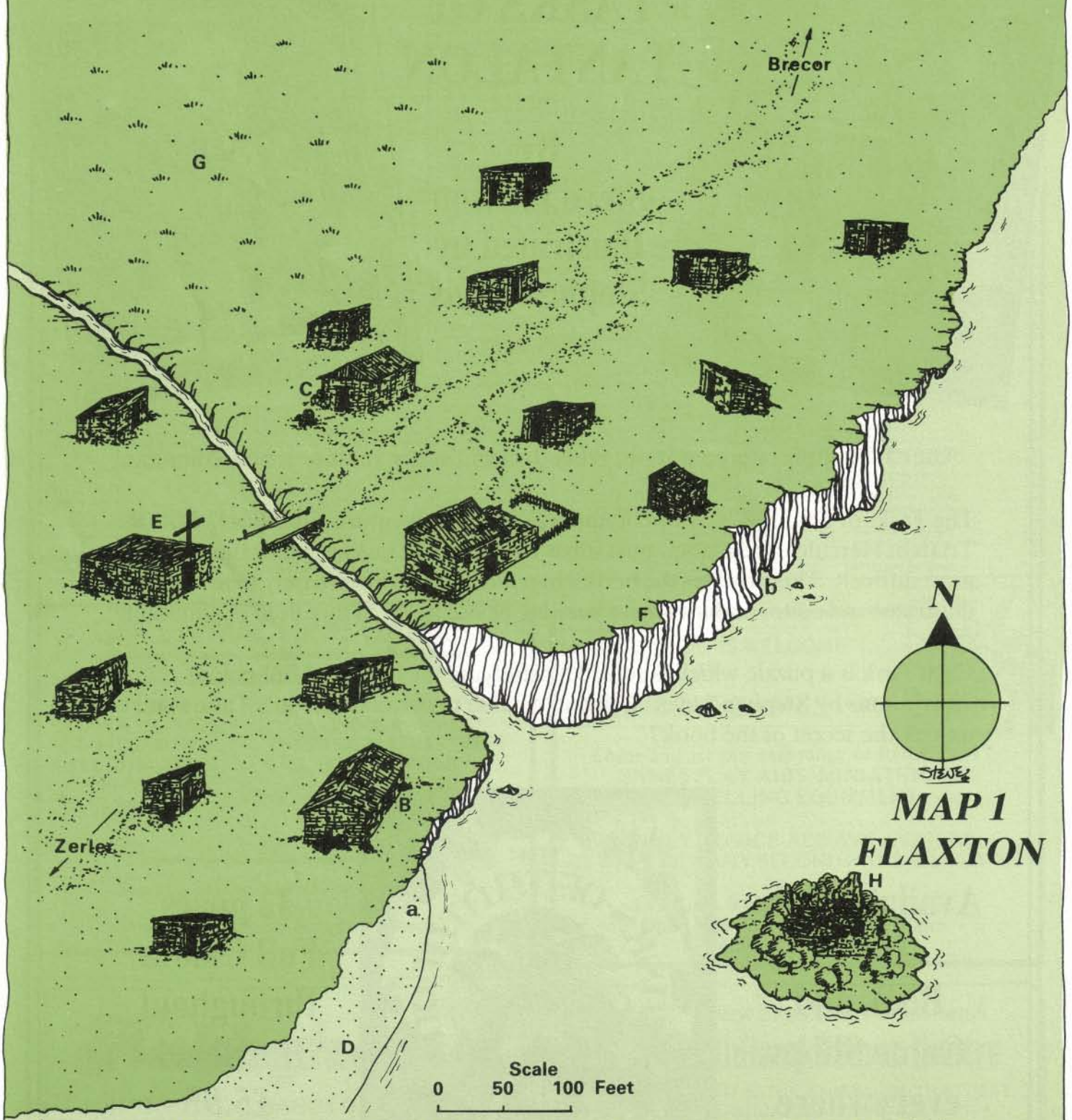


32 pages Full Colour throughout Hardback £5.95

from Oxford University Press

A Murder at Flaxton

An AD&D Adventure for Low-Level Characters by Michael Heaton



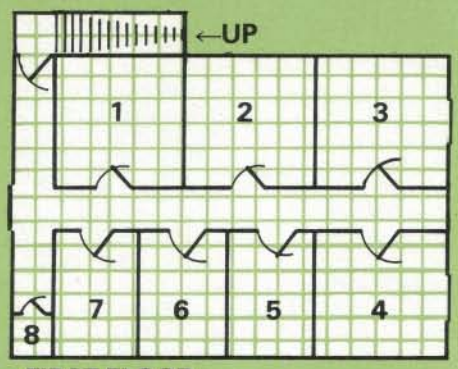
PLAYERS' INFORMATION

Flaxton is a coastal village 25 miles south of the city of Brecor, your home town. It is a small place consisting of some huts occupied by fishermen, two stores and one inn. The inn, The Black Squid, serves as a stopping place for merchants and travellers between the cities of Brecor and Zerler, 30 miles further south, being approximately one day's journey from each. Thus the inn flourishes, but the rest of the village is rather run down.

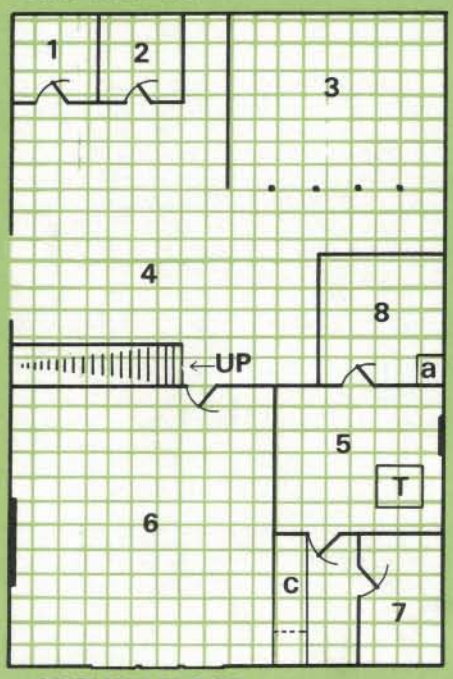
Three weeks ago a body was discovered on the beach at Flaxton. It was that of a customs official, Bar Clorin, who two days earlier had left Brecor to travel on official business to Zerler. His hands were tied behind his back and his throat had been cut.

The sheriff of Brecor sent two constables to Flaxton to investigate. They have not returned, nor has a third sent three days ago to try to trace them.

The sheriff knows you to be adventurers, and has asked you to pose as travellers 'just passing through' Flaxton, and to find out what is going on. The reward for information leading to Clorin's killer and the whereabouts of the missing constables is 1000gp; the reward for catching the killer dead or alive is 3000gp.

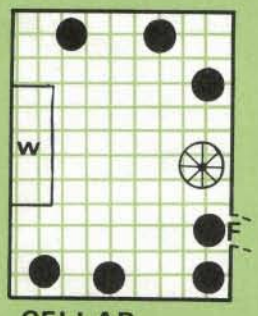


FIRST FLOOR



GROUND FLOOR

Scale:
1 square=3 feet



CELLAR

MAP 2
THE BLACK SQUID

KEY

		T	TRAP DOOR
⊛	SPIRAL STAIRS		WINDOW
	DOOR	●	BARREL
•	TETHERING POST	c	COUNTER
	STAIRS	w	WINE RACK
	FIREPLACE		ROWING BOAT

DM'S INFORMATION

Sternn Shortshaft, a dwarf, has been the owner of The Black Squid at Flaxton for 25 years. For the last 24 of those years he has also been a small-time smuggler, and recently he has taken to pressing likely guests at his inn into the service of the Slave Ships of Veridor, a neighbouring country. In both of these activities he is in league with Serida, a pirate from Veridor.

Sternn is currently also aided by a Magic-User, Corbider, and a Fighter, Bertram, both of whom are staying at the inn masquerading as guests. Such associates do not last long; Sternn eventually intends to murder Corbider and pressgang Bertram, recruiting new henchmen to take their place.

Bar Clorin was killed by Sternn, who knew him to be a customs officer and thought (wrongly) that the illicit operations had attracted official attention. He murdered Clorin whilst the latter slept, took the body via the secret passage to the caves, tied the hands together to a heavy stone and threw it into the sea. Unfortunately the stone became detached and the tide washed the body onto the beach. The three constables who came to investigate the death all stayed at the inn and were pressganged, and are tied-up in room **4** of the abbey cellar.

Every Monday morning at 2.00am Corbider watches for a signal from the island, which he can see from his bedroom window. If Serida has any 'goods' she will light a bonfire on the island, which she will extinguish after five minutes. If all is well Corbider will place a burning lantern in his bedroom window as a return signal, and he, Bertram and Sternn will make their way to the island via the secret passage from the inn. If the return signal is not made, Serida will leave immediately.

Once a month, as well as delivering the contraband, Serida will collect any new 'slaves'. The party should arrive at Flaxton a day or two before the next such collection.

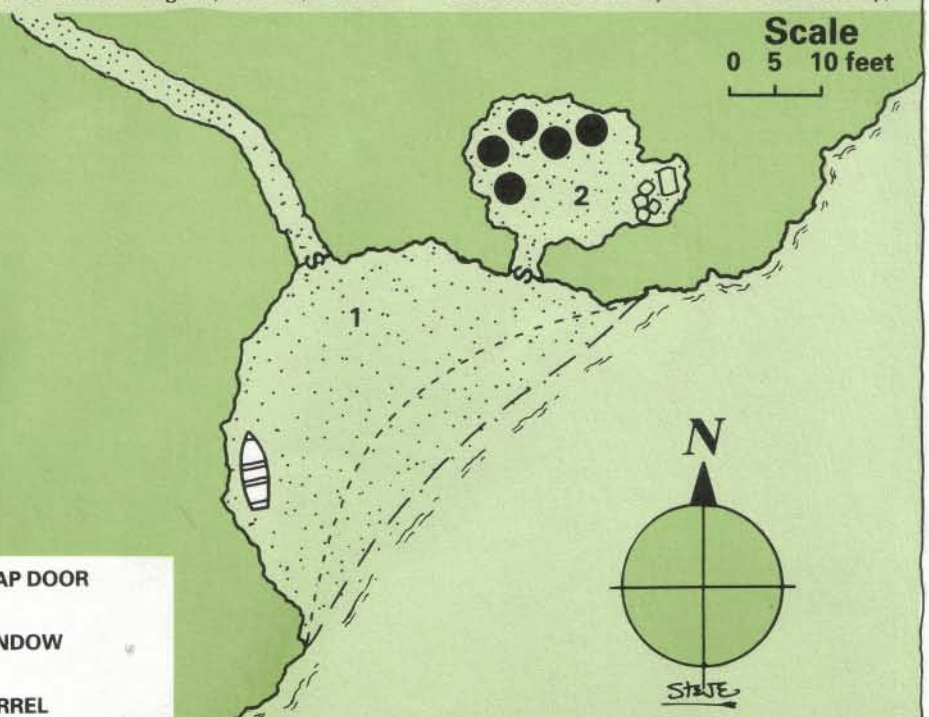
FLAXTON (Map 1)

Flaxton is a sleepy fishing village at the mouth of a river estuary. The village is a haphazard arrangement of about 60 huts, although fewer are shown on the map for the sake of clarity. They are single-floor, wattle buildings between 10 and 20 feet square, usually with only one room, a single door, and no windows. They tend to be heated by an open fire in the centre of the room where necessary, and have a small, closable hole in the roof for the smoke to escape. The locals are generally friendly towards strangers, but are a little wary of them after the recent murder.

The economy of the village is based entirely on fishing. The fisherman keep some of their catch for their own consumption, but sell the main part at the docksides of Brecor or Zerler. The fishing fleet leaves at between 4.00 and 5.00am every morning, and returns between eight and twelve hours later, depending on the quality of the fishing. Because of the need for an early start, most of the village will be asleep by 9.00pm.

A. The Black Squid (Map 2)

This is an old, well-kept inn with attached courtyard. Whatever his faults, Sternn Shortshaft certainly runs a nice hostelry,



MAP 3
THE CAVES

HIGH TIDE

LOW TIDE

and he is a very popular figure with the locals who do not have the slightest suspicions of his more nefarious activities. All the staff are well-paid and well-treated. Apart from Sternn himself, none of the staff lives on the premises.

Food and drink are of the best quality, and prices are generally as in the *Players Handbook*. Rum is a speciality and costs 5sp per measure. The party should wonder how an inn in such a poor village manages to do so well, even allowing for the regular passing trade.

Charges for full-board accommodation: double room – 4gp; single room – 3gp; stabling (including food) – 10sp per horse per night.

Ground Floor

1. Male WC.

2. Female WC.

3. Stables. These are 10' high and open along the inward-facing wall, where there are posts for tethering horses. One carthorse, belonging to the owner, will be tethered here when the party arrives.

4. Courtyard. This is of hard-packed earth. There is a small cart here which belongs to Sternn and is used by Corbider for the disposal of smuggled silk.

5. Kitchen. This room, like the rest of the main building, is 12' high and of stone construction. It contains a fire/stove (as marked), a table, cupboards holding foodstuffs and utensils. Erin Brid will be here at lunchtime and early evening. The trap-door opens onto a spiral stair down to the cellar; it is locked at all times, and Sternn has the key.

6. Public bar. The bar itself runs from the corner formed by the kitchen to the opposite wall, with a flap to allow access to the public area by the bar staff. The bar will be manned as previously indicated, with Sternn helping at very busy times. The public area is basic but clean, and has a roaring log fire in the winter months. The busiest time is between 6.00 and 8.30pm, when the place is full of locals. Food is available between noon and 2.00pm and 4.00 and 8.00pm daily.

7. Store room. Shelves line the walls of this room, which is used mainly for storage of food. Some bottled drinks are kept here as reserves for the bar, but the main stock is in the cellar.

8. Landlord's living quarters. This room contains a table and chair, an unmade bed, and a safe. The safe is attached to the wall and is indicated by '**a**' on the plan, it is made of inch-thick steel with a very strong lock (–20% for a Thief to open).

The safe contains the deeds of the inn, 2 gems (250gp each), 10 gems (100gp each), a bag holding 2500gp, Corbider's spell books and a small stoppered bottle.

In the latter is the drug Sternn uses on his victims.

On the table are the accounts ledger, an ink-stand and some quills.

Sternn will offer to let the party keep any valuables in his safe. They will be secure as long as the party survives, although Corbider will want to study any spell books left there.

First Floor

Access to this floor is by steps from the courtyard. The door at the top of the steps is normally kept locked, and guests staying at the inn are issued with a key. Bedroom doors are also normally locked; Sternn has duplicate keys to each and the chambermaid will have a key to each room that is let.

Bedroom doors are numbered as on the plan. Rooms **1,2,3** and **4** are double rooms, rooms **5,6** and **7** are single rooms. Rooms **1,2,6** and **7** are available should the party wish to stay at the inn.

Each room contains a bed (single or double), a table (on which there is a pitcher of water, a bowl and a lantern), a chamber-pot (under the bed) and pegs on the wall for clothing.

Room **3** is occupied by Corbider, room **5** by Bertram. Nothing of value, other than a change of clothes and possibly Bertram's armour, will be left in either room when the occupant is absent.

The window in room **4** looks out to sea, as does the one in Corbider's room, and the island can be seen from here. The door to this room has therefore been *wizard-locked* by Corbider. Sternn will claim that the room has been booked by a merchant called Serif Ank who will be arriving shortly with his wife, and will refuse to let it.

Room **8** is a linen closet.

Cellar

The spiral stair from the kitchen leads down here. The barrels hold beer or rum, the rack holds dozens of bottles of wine, port and sherry. Questioning of the bar staff might reveal that although a drayman brings beer from Zerler ever Wednesday, none of them has ever actually seen any wine or spirits delivered.

The barrel marked **F** on the plan is false. If the tap mechanism (the whole thing, not just the handle) is turned twice anti-clockwise, the front of the barrel will swing open as a door, and steps lead down from inside the barrel through the floor to the passage 10 feet below. The passage leads to the caves.

The Caves (Map 3)

The secret passage from The Black Squid is long and meandering, and leads to cave **1**. The door is obvious from the passage side, but from the cave both doors are disguised to look like part of the natural rock wall.

1. The cave mouth is barely visible from the water, but the cave opens to a large, dome-like chamber inside. It contains a large rowing boat used to ferry contraband from the island. Bertram also uses the boat once each day to row to the island to feed the dogs in the abbey cellar, the time he does this varies but will always be when there is no risk of being seen by the fishing fleet.

2. This is a temporary storage area for contraband prior to its disposal. It contains 4 bales of silk, each worth 500gp, two barrels of rum worth 1000gp each, and three barrels of red wine worth 200gp each. There is also a chest here containing money from which Sternn pays Serida for her wares; it holds two sacks, one of 2000gp and one of 2500sp, but is trapped with a sliding blade which will sever a hand (50% chance if not deactivated). The chest is locked and Sternn has the key.

B. The Chandler's Store (Map 4)

1. This is the bedroom. It contains a double and a single bed for the chandler, his wife and his son.

2. Living/eating area.

3. The shop. A cashbox on the counter contains 25gp, 50sp and 75cp. Goods for sale include: lanterns, candles, oil, chests, rope, sacks (prices as in *Players Handbook*); large net – 10gp; small net – 6gp; harpoon – 2gp (treat as spear, +1 damage due to barb); hooks – 1gp per box of 20; sail-cloth – 3sp per yard, and oars – 5gp per pair

Ruzo also has three second-hand rowing boats for sail. Each is a 6-man boat:

Boat A, 50gp. Very seaworthy

Boat B, 40gp. Looks good, but leaks a bit. 5% likely to sink per turn afloat.

Boat C, 25gp. This one looks a little shabby. It is very leaky, 25% likely to sink per turn afloat.

Ruzo will inform the party that boats B and C are not guaranteed for safety until he has repaired them. This will be in one and two weeks respectively, and will raise the price to 50gp. The price of each boat includes two sets of oars.

C. The General Store (Map 4)

1. The bedroom. It contains a double bed. A loose stone under the bed conceals a chest which holds 200gp, 150ep, 200sp.

2. Living/eating area.

3. The shop. Ferdo sells food and drink mainly, but also offered for sale is a selection of ironmongery, hardware, clothes, etc. Prices tend to be expensive. A cashbox on the counter contains 30gp, 15sp, 50cp.

Note. Apart from the inn, the stores (**B** and **C**) are the only stone buildings in the village. They are both simple, single-storey, structures with no windows and a single door leading outside.

D. The Beach. 38 single-masted fishing boats will be moored here when the fleet is not at sea, most of these will be two or three-man craft. When the fleet is out, the younger children of the village use the beach as a play area, although a few men, too old now to fish, will be here repairing nets and sewing sails. The point marked '**a**' is where Bar Clorin's body was discovered (by Ruzo Brid).

E. The Chapel. This is a simple, single-storey stone building, 30 feet long by 20 feet wide, with no windows and one small wooden door in the centre of the wall facing the road. It is dedicated to Manannan Mac Lir, but is for private worship only, having no resident cleric.

F. The Cliffs. The coastline here forms a short but sheer drop to the sea 30 feet below. At the base of these cliffs, at the point marked '**b**', is the cave mouth to which the secret tunnel from The Black Squid leads.

G. The Pasture. Most of the soil around Flaxton is too dry and sandy to support livestock or to cultivate. The area known as 'The Pasture' is a little better, and here the womenfolk of the village keep a few goats (for milk) and grow a few vegetables to augment their diet of fish.

H. The Island and the Abbey (Map 5)

The island is little more than a single hill rising from the sea. On its crown are the remains of a building, so ancient that besides the stone floor only the bases of a few walls and some rubble are left, believed to have once been an abbey. The ruins are rumoured to be haunted, and although there is no truth in this it helps to keep the villagers away.

1. The beach is the only place on the island where a boat can land. The base of the island is covered in dense vegetation, but a narrow, indistinct trail leads through this from the beach to the ruin.

2. The Ruins. The remains of a fire will be found at point **A**. This will be damp; the fire had been drenched to prevent any smoke being noticed the next day. Rubble at point **B** covers a loose flooring-stone, which if lifted out reveals a flight of stone stairs leading to **3** (see below).

3. The door to this room is locked; a successful listening roll will reveal snarling and barking behind it. The room contains 4 war dogs, pets of Serida, which will attack any strangers on sight (HD2+2; AC6; HTK12,14,6 and 10).

The dogs are here to protect the main store of contraband. In the room are: 5 bales of silk (600gp each), 5 bales of silk (200gp each), 10 barrels of red wine (200gp each), 15 barrels of white wine (200gp each), 5 barrels of sherry (350gp each) and 5 barrels of rum (1000gp each).

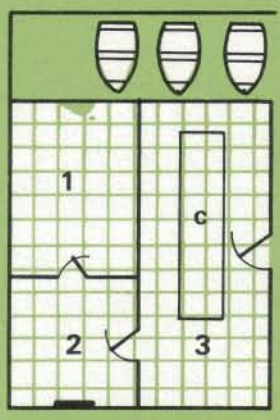
4. The three constables are held prisoner here, awaiting collection by Serida. Their hands and feet are tied together. Also in the room are some chunks of dried meat and a barrel of water, with which the prisoners must nourish themselves as best they can. The water is laced with a small quantity of Sternn's soporific drug, just enough to keep the prisoners quiet.

THE CAST

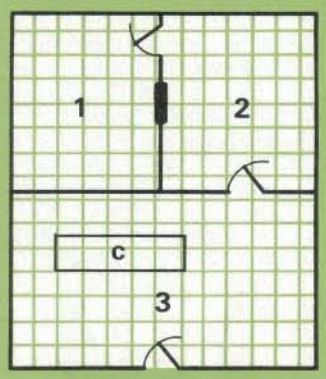
Sternn Shortshaft; AC7/4; 17HP; LVL3/2; Fighter/Thief; NE; Dwarf; STR:16; INT:11; WIS:9; DEX:17; CON:15; CHA:10. Shortsword and dagger, leather armour and shield when necessary.

Sternn poses as a retired miner, but is in fact an ex-adventurer who purchased The Black Squid with ill-gotten loot. He appears to be a happy-go-lucky, friendly fellow, very concerned about the well-being and comfort of his guests and customers.

He is always on the lookout for potential pressgang victims. He will attempt to befriend any strong-looking male guest aged below 30 he thinks unlikely to be traced back to the inn (adventurers beware!), and towards the end of the evening will offer a drink 'on the house'. The drink will be laced with a soporific drug, making removal of the body in the early hours of the coming morning

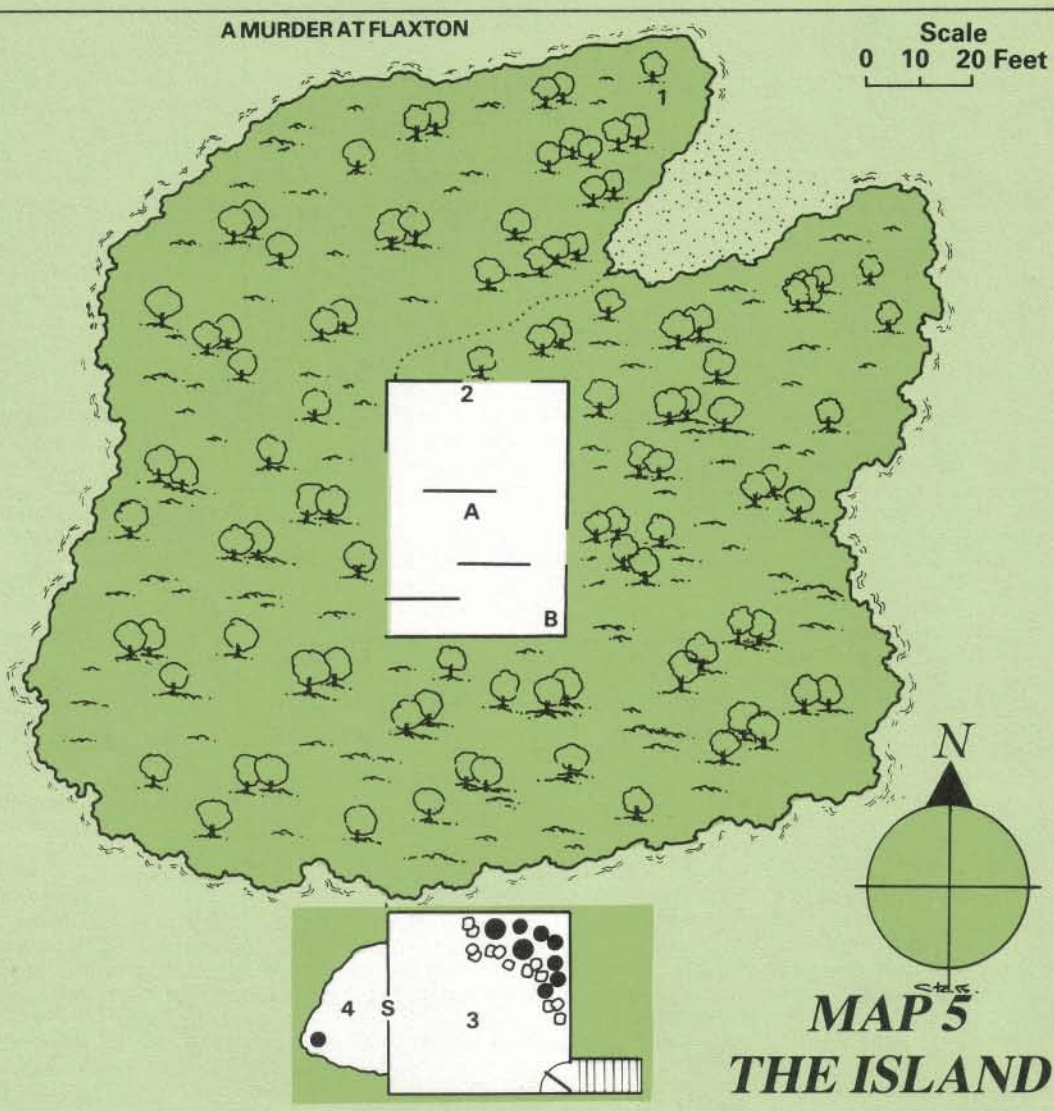


CHANDLERS STORE



GENERAL STORE

MAP 4
THE STORES



MAP 5
THE ISLAND

easier. Anybody asking after the guest the next day will be told that he checked-out first thing in the morning.

Sternn will admit that Bar Clorin stayed at the inn, but will say that he stayed only one night and left early the next morning. He will claim to be shocked at the murder and saddened at any disrepute it might bring to the village. He will say that the constables also stayed at the inn, but on both occasions left after one night intending to continue their investigations at Zerler.

Corbider; AC10; 9HP; LVL3; MU; NE; Human; STR:10; INT:17; WIS:13; DEX:12; CON:10; CHA:12. Dagger. Spells: *Burning hands, magic missile, web.*

Corbider poses as a silk merchant. He occupies room **3** of the inn but is rarely seen in the bar. His spell books are in Sternn's safe and contain the following spells: (First Level) *Read magic, burning hands, detect magic, magic missile, sleep*; (Second Level) *Knock, web, wizard lock.*

Bertram; AC10/4; 13HP; LVL3; Fighter; NE; Human; STR:14; INT:9; WIS:13; DEX:10; CON:13; CHA:12. Bastard sword and dagger, chain mail when necessary.

Bertram poses as Corbider's bodyguard and occupies room **5** of the inn. He is handsome in a rugged way, but a bit of a lecher. Most of his free time is spent in the bar, but Sternn keeps an eye on him and will not let him get too drunk for fear of his becoming overly talkative.

Serida; AC4; 36HP; LVL5; Fighter; NE; Human (female); STR:14; INT:14; WIS:10; DEX:13; CON:13; CHA:17. Longsword, dagger, chain mail and shield.

Serida is a very beautiful and very evil pirate. She is a smuggler of fine silks, wines and spirits, and a pressgang agent for the Slave Ships of Veridor. She is involved in many operations other than this and there is a price on her head of 1000gp.

She is always accompanied by her dog, Sting, (war dog; HD2+2; 15HP; AC6), which is savagely loyal to her.

When visiting the island, she is normally alone apart from Sting. When due to collect new slaves, however, she takes two crewmen with her. These will be first level Fighters, AC5, armed with shortswords and having 6 hit points each.

The Constables. The three constables are imprisoned in room **4** of the abbey. They are first level fighters named Vlik Stin, Baler Carbic and Barn Corister with 5, 3 and 6 hit points respectively. They have no armour or weapons, and although willing to help the party if rescued they will all fight at −2 due to the effect of the soporific drug.

Innocent Bystanders. The party will encounter most or all of the following around Flaxton. All are human, zero level, and have 3 hit points.

Ruzo Brid. Male, aged 35. A happy, friendly man. Ruzo is the chandler and is a black-haired, full-bearded, peg-legged ex-fisherman.

Erin Brid. Female, aged 33. The wife of the above, Erin works as the cook at The Black Squid. She is a short, fat red-head.

Ori Brid. Male, aged 15. The son of Ruzo, Ori works as a fisherman in the morning and helps in the store in the afternoon. He is much like his father as a younger man.

Ferdo Gruzzler. Male, aged 60. Ferdo owns and runs the general store. He is short, stout and miserly.

Karmi Gruzzler. Female, aged 59. The wife of Ferdo, Karmi also works at the store. She is tall, thin and haughty.

Dond Skrit. Male, aged 40. A jolly fellow, Dond is a fisherman by day and the barman of The Black Squid by night.

Imogen Skrit. Female, aged 20. The daughter of Dond, Imogen is the evening barmaid at The Black Squid. She is a beautiful flirt, but her father keeps an eye on her.

Donna Sterin. Female, aged 25. Donna is chambermaid and day-time barmaid at The Black Squid. She is the daughter of a local fisherman, and is single and rather plain.

In addition to the above, there are about 60 fishermen and their families living in the village. □

GAMES PEOPLE PLAY

The gamers games shop.

WE DON'T CLAIM TO HAVE EVERY GAME IN THE UNIVERSE BUT YOU'LL BE SURPRISED JUST HOW MUCH WE HAVE !

MAIL ORDER WELCOME.
BARCLAYCARD & ACCESS ACCPETED.

We carry all major and most minor role-playing systems with a full supporting cast of scenarios and back-up material.

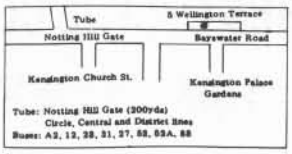
We stock almost every conflict boardgame currently available in the UK.
Our 2nd hand games section offers out of print games.

We offer an extensive choice of historical and fantasy figures by:
ASGARD, CHRONICLE, DENIZEN, CORVUS, ESSEX, GRENADIER and others.

In 15mm you'll find JACOBITE and TABLETOP FANTASY, SF and HISTORICAL MODELS.

PLUS
SKYTREX 1/300 MODERN. ROS and HEROICS 1/300. figures.

All this with a full logistic support of acrylic and enamel paints, 50 plus different rules sets, 25 plus different magazine titles, dice, Gallia buildings, Prince August cast your own, Integral Terrain, Torchlight, Dungeons and .....



5 Wellington Terrace, Bayswater Road, Notting Hill Gate, London W2.
Telephone: 01-727 9275

Open 11.00-5.30. Late Night Thursday 7.30.
Saturday 10.00-6.00. Closed Sundays.

DRAGONROAR©

THE COMPLETE FANTASY ROLE-PLAYING GAME

A great adventure for the beginner, a challenge for the experienced player.
Components - Cassette tape (60 min). Side A, introduction to rule book and components. Side B, solo adventure "A Matter of Honour". Full colour counters, wizards, warriors and monsters. Four play sheets, 24 Character/Monster sheets, floor plan for party adventure Kalonth Dive, set of 6 polyhedral dice and 1 mapping sheet. £12.95 post free.

Are you good enough to be a STARSHIP CAPTAIN

Stardate 2401, Invaders sighted but megamissiles leave the galaxy free for humanity.
Components - Full colour illustrated box, shrink wrapped. 1 Record Pad. 6 Play Sheets. 2 Game Turn Sheets. 2 Complete Fleets of Full Colour Starships, Asteroids and Mine Fields. 9 Play Boards Maps of Deep Space. 1 Rule Book. 1 Scenario Book. 1 20-Sided Dice. Zip-lock bags to hold playing pieces. Beginners Guide Sheet. £12.95 post free.

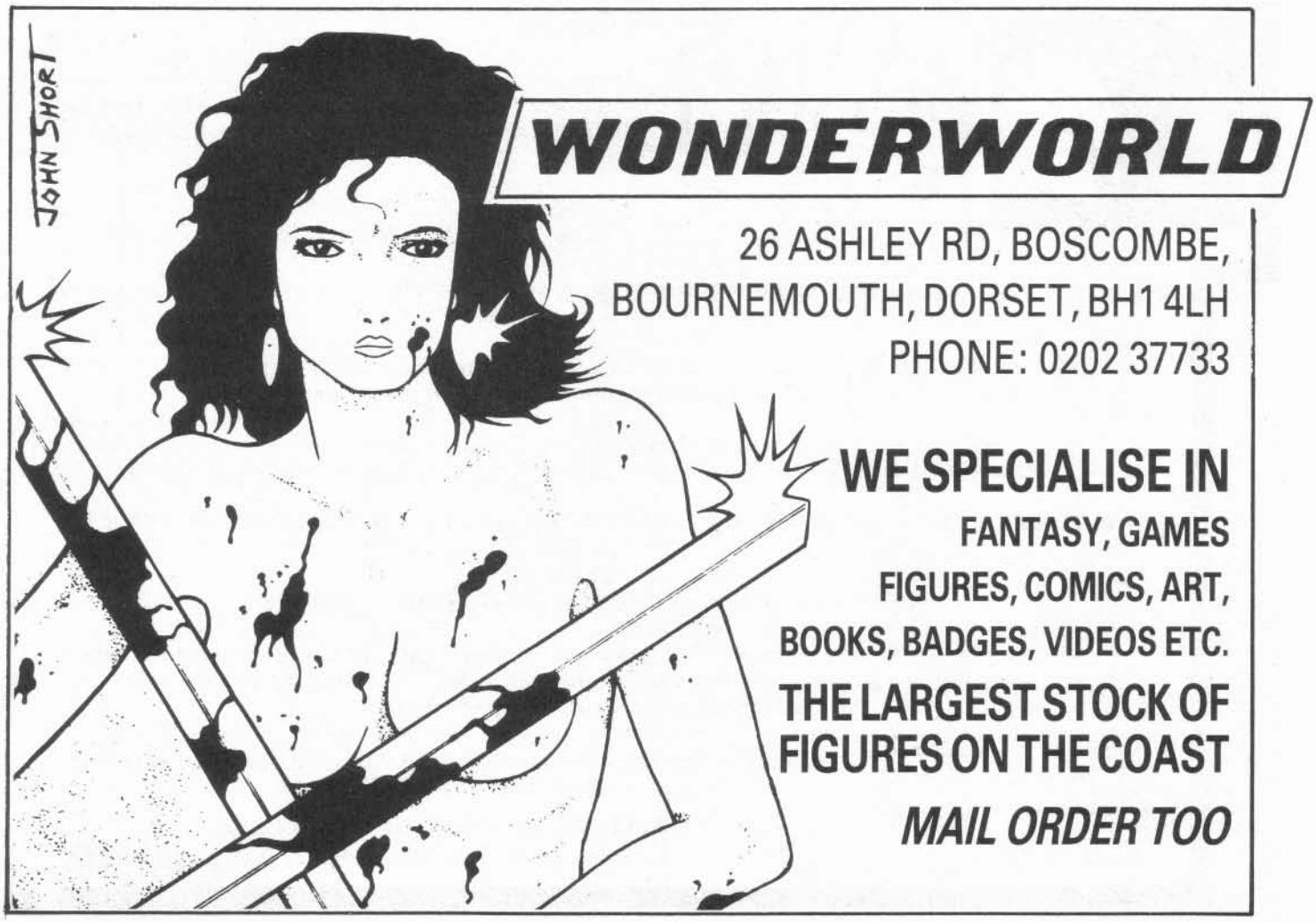
Standard Miniatures new range of Fantasy Figures are ideal for **'Dragonroar'** or any role-playing game. Send s.a.e. for catalogue of miniatures and full colour brochure illustrating the fantastic range of wargaming accessories and unique strategy games.

War Hedgehog

Killer Penguin

STANDARD GAMES

Standard Games & Publications Ltd
For FREE BROCHURE on all our products, send s.a.e. to Standard Games, Arlon House, Station Road, Kings Langley, Herts. Telephone: 09277 68328.
USA - Wargames, 1410 Promenade Bank Centre, Richardson, Texas 75080. Telephone: 214 241 3425.



Magic Mushroom Games

All UK orders post free
Europe: add 30%
Other overseas: add 50%

ADVANCED DUNGEONS & DRAGONS	
Player's Handbook	£10.95
Dungeon Master's Guide	£11.95
Monster Manual I	£10.95
Monster Manual II	£10.95
Deities & Demigods	£10.95
Fiend Folio	£10.95
AD&D SCENARIOS	
T1 Village of Hommlet	£4.95
L1 Secret of Bone Hill	£4.95
L2 Assassins Knot	£4.95
G1-3 Against the Giants	£4.95
D1-2 Descent into the Depths	£4.95
D3 Vault of the Drow	£4.95
Q1 Queen of the Demonweb Pits	£4.95
A1 Slave Pits of the Undercity	£4.95
A2 Secret of the Slavers Stockade	£4.95
A3 Aerie of the Slave Lords	£4.95
A4 Dungeon of the Slave Lords	£4.95
S1 Tomb of Horrors	£4.95
S2 White Plume Mountain	£3.95
S3 Expedition to the Barrier Peaks	£5.95
S4 Lost Caverns of Tsojcanth	£5.95
C1 Hidden Shrine of Tamoachan	£4.95
C2 Ghost Tower of Inverness	£4.95
U1 Sinister Secret of Saltmarsh	£4.95
U2 Danger at Dunwater	£4.95
U3 The Final Enemy	£4.95
WG4 Forgotten Temple of Tharizdun	£4.95
WG5 Mordenkanen's Adventure	£4.95
N1 Cult of the Reptile God	£4.95
EX1 Dungeonland	£4.95
EX2 Land Beyond the Magic Mirror	£4.95
MV1 Midnight in Dagger Alley	£4.95

DUNGEONS & DRAGONS	
Basic Set	£9.95
Expert Set	£9.95
Companion Set	£9.95
D&D PLAY AIDS	
Basic D&D Character Sheets	£2.95
Geomorph Collection	£3.95
Monster & Treasure Collection	£3.95
AC1 – Shady Dragon Inn	£3.95
AC2 – Basic D&D Combat Shield	£4.50
ROLE-AIDS AD&D SCENARIOS	
The Keep	£5.50
Angry Wizard	£5.50
Shadows of Evil	£8.50
Morgaine	£8.50
Deadly Powers	£5.50
Swordthrust	£5.50
Evil Ruins	£5.50
Shipwrecker	£5.50
Tower of Magicks	£5.50
The Contract	£5.50
Dragons of Wen T'seng	£5.50
Question of Gravity	£5.50
PLAY AIDS	
Dungeon Floor Plans 1	£2.99
Dungeon Floor Plans 2	£2.99
Dungeon Floor Plans 3	£2.99
Dungeon Floor Plans 4	£2.99
Dungeon Mapping Sheets	£1.99
Wilderness Hex Sheets	£1.99
RUNEQUEST III	
Deluxe Set	£39.95
Gamemasters Set	£24.95
Players Set	£19.95

TRAVELLER	
Starter Edition Traveller	£7.95
Module 1: Tarsus	£9.95
Module 2: Beltstrike	£9.95
Alien Module 1: Aslan	£5.95
Alien Module 2: K'Kree	£5.95
Alien Module 3: Vargr	£5.95
Atlas of the Imperium	£5.95
The Traveller Book (softback)	£9.95
Bk 0: Introduction to Traveller	£1.95
Bk 4: Mercenary	£4.95
Bk 5: High Guard	£4.95
Bk 6: Scouts	£4.95
TRAVELLER: OFFICIAL ADVENTURES	
The Traveller Adventure	£9.95
Ad 1: Kinunir	£3.95
Ad 2: Research Station Gamma	£3.95
Ad 3: Twilight's Peak	£3.95
Ad 4: Leviathan	£3.95
Ad 5: Trillion Credit Squadron	£3.95
Ad 6: Expedition to Zhodane	£3.95
Ad 7: Broadsword	£3.95
Ad 8: Prison Planet	£3.95
Ad 9: Nomads of World Ocean	£3.95
Ad 10: Safari Ship	£3.95
Ad 11: Murder on Arcturus Station	£3.95
Ad 12: Secret of the Ancients	£3.95
Ad 13: Signal G.K.	£3.95

Discounts:
Over £10.00 5%
Over £25.00 10%
Over £50.00 15%

MAIL ORDER ONLY
18 The Pyghtle Wellingborough Northants NN8 4RP

DON'T SUPPORT THE
BANDITS AND PIRATES
GET THE BEST!

dixon MINIATURES

SN4

THE PROFFESIONALS IN 15 & 25mm

(Send £1.50 for fully illustrated catalogue)

When in London call in on:-

'GAMERS IN EXILE', 283 Pentonville Rd., LONDON N.1.
'VIRGIN GAMES', 22 Oxford Street, LONDON W.1.
'GAMES PEOPLE PLAY', 5 Wellington Terrace, Notting Hill Gate,
'RYE STAMP & HOBBY SHOP', 190 Rye Lane, Peckham, SE15 4NF.

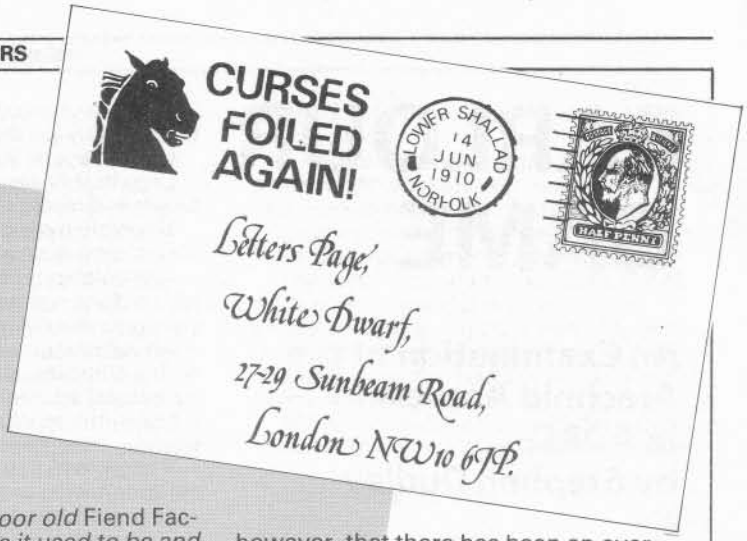
Our distributor in the USA & CANADA is Mr. J. Hood 'WARGAMES', 1410, Promenade Bank Centre, Richardson, TEXAS 75080.

FS1

See Us At MIDLAND MILITAIRE July 13th & 14th BIRMINGHAM UNIVERSITY.

WANTED:– Master figure designers for 15,25,54mm scales. Must be good! Apply address below:

Unit 28, Spring Grove Mills, Linthwaite, Huddersfield, W. Yorkshire, HD7 5QG. Tel: (0484) 846162.



Dear *WD*,

Although there appears to be some disagreement of late, *WD* reviews are usually quite reasonable in content. Obviously many (or most) people will disagree with the opinions of the reviewer, but there is usually sufficient information included to allow the reader to get a fair idea of what the game is like.

The main thing I want to say about the *Letters Page* is that it should be longer. There are a lot of intelligent, literate people playing games out there in readerland and it is important to create a forum for their views. To David '*D&D* is best' Eagles (*WD65*), all I can say is go read *Imagine* (*! –Ed*). Seriously though, one answer to what he sees as a problem is to feature more 'systemless' articles – possibly less actual scenarios and more ideas that referees can tailor to their own campaigns, for example, and more discussive articles.

The *Traveller* scenario, *Smile Please*, was fun to read, probably fun to write, but could quite possibly suck to play, as these joke scenarios often do.

Finally, *Fiend Factory* should be stopped or hanged immediately. Official and unofficial sources have created thousands of *D&D* monsters, few of which improve the quality of the game. Too many different creatures ruins the 'inner reality' of a world. Present monsters in detail and don't restrict *FF* to *AD&D*.

Yours faithfully,
Paul Weatherly, Ramsgate.

Dear *WD*,

I am 14 years of age and I have been reading *WD* for the past year and a half, and I really must confess that I've noticed several changes to your magazine which I do not feel are all for the better. Your *Small Ads* and *Newsboard* have increased dramatically and are much more helpful and interesting. *Thrud* gets more side-splitting by the month. However, these are the only improvements that have been made, in my opinion.

RuneQuest has been voted *Best RPG* at *Games Day*, yet what does it get from *WD* for its achievement? Less than *AD&D*, and often less than *Traveller*. I even noticed the absence of *RuneRites* in *WD64*. Surely the best game of the year should be treated better? The Superhero games seem to be getting all the credit for the success of *RQ*. Must you remove a good department to make way for every single role-playing game that is released? Next, you'll be scrapping *Fiend Factory* to make way for a column devoted to *Toon*!

That's not all. To sum it up in three words: Wot no *Microview*! Most of my friends who role-play own home computers (including myself). It is supposed to be bi-monthly but seems to have turned bi-yearly! *WD62* and *WD64* should have included a portion of *Microview*. They did not. I should very much like to know the reason for this.

With hope for the future,
James Badcock, London.

Our last survey, now completed, has shown a remarkable change in trends. Both Microview *and* Counterpoint *received far from favourable responses and have been discontinued (hence their absence). Similarly, poor old* Fiend Factory *isn't as popular as it used to be and is going bi-monthly, being open to any system. Its replacement will be a* To . . . *(ahem!).*

In reply to Paul's point about Smile Please, *I've had one response along the lines of 'My players almost lynched me at the end of it . . .' – apparently much fun was had by all. –Ed.*

Dear *WD*,

Please reprint Phil Masters' article on NPCs in Superhero RPGs. I'm sure it is very interesting, but I have no intention of spending several hours ruining my eyesight trying to work out what the text is. You may claim that all of those red spots before the eyes are the result of too many late nights watching the snooker, but I know better.

Yours irritably,
Pete Tamlyn, Aylesbury.

And ruin our first Magic Viewer *article? Never . . . ! –Ed.*

Dear *WD*,

Instead of having scenarios for one or two game systems, why not have scenario ideas, 'fleshed out' cameos, or scenarios without any stats at all? You could have scenarios for all fantasy, Superhero or science fiction games. Another form of this 'generalisation' can be used in the 'departments' – forget *Treasure Chest, Starbase* etc, have fantasy, SF etc. This will make articles more interesting for everyone, thus giving you a larger readership.

You said that *Fiend Factory* will open its mildewed doors to any game system. Have I gone blind . . . ?

I liked *The Dawn of Unlight* – good enough to read without playing it. The plot was very bold if you used *MERP*.

Another *Letters Page* is definitely needed, and people should be encouraged to talk about the hobby, and not just about your magazine.

(Almost) yours,
Phillip Bacon, Oxford.

Dear *WD*,

The April issue was to my mind the best yet. Two excellent scenarios and two thorough and thought-provoking general interest articles and the start of a SHRPG column. I feel that Marcus Rowland has really surpassed himself this time, and Graham Staplehurst's *Dawn of Unlight* had that rare thing for an *AD&D* plot: Drama and Suspense. Great stuff.

I do think that in recent scenarios, however, that there has been an overdose of low-level adventures. Sometimes these have been excellent and contained a wonderful atmosphere, but on other occasions there isn't enough of a challenge or of a well-built plot. I for one feel that the *AD&Der's* aversion to high level adventures is deplorable. High level adventures, if run and designed properly, reflect most accurately the excitement of the Conan and Elric stories, giving more of a purpose to the development of the characters and the campaign world.

Continental greetings,
Wout Thielemans, Bruges.

Dear *WD*,

I have been reading this magazine since issue *25* and have finally been driven to despair by some of the letters in issue *65*. Firstly there was Chris Maltman complaining that 9th level characters have more experience than 8th level ones. This, though being true, is nothing to do with the point that Michael Watkinson brought up in *WD63*. 9th level characters have more experience at killing and pillaging than 8th level ones, not architecture. It doesn't take a great deal of fighting experience to hire an architect and some builders.

Yours sincerely,
Bruno Giordan, Blackmore, Essex.

Dear *WD*,

I am writing to back up both Nigel Espley (*WD61*) and Christopher Leishman (*WD63*). I read both letters and joined in the universal hatred of the *Dungeons & Dragons* cartoon et al. Then I went to my local games shop and saw . . . *The Quest for the Dungeon Master* game with the self-same characters that star in the aforementioned cartoon. Then, looking at the scenarios to console myself, my eyes rested on a package entitled *Quest for the Heartstone* and, could that be, no surely not, it is *Strongheart the Paladin*. Crom preserve us. Fleeing from the shop, *WD63* under my arm, I ran all the way home, sat down and armed myself with a cuppa and my favourite magazine. Then, as my weary eyes alighted on *Open Box*, there it was again, *Quest for the Heartstone*. I then fled upstairs, turned on the TV and, without any warning the *Dungeons & Dragons* cartoon was back. Aargh!

Yours,
Adam Gillogley, Doncaster.

Adam wins all four D&D Cartoon Show Books *for his sob-story! –Ed.*

PARLOUR GAME

An Examination of the Arachnid Assassin in AD&D

by Stephen Dudley

Deep in the coolest and most inaccessible of reaches of the caves, hang ranks of neatly-wrapped bodies, whose death-blue faces belie the faint life that still throbs in their hearts. Gems and gold, bright shields and keen axes, glitter in faint glow of the lichens, where they have been built into the tunnel walls. With the faintest of whispers, the huntress returns, dragging her shapeless prize beneath her. Her armour glints in the pale light, and her eight eyes shine more brightly than the inedible jewels lining her lair . . .

Fig 1

From Shelob to the loathsome monstrosity lurking in the bath, spiders are the very stuff of nightmares, but how often are these fearsome creatures considered 'boring' in game terms, and how rarely do they inspire the awe due to the second most successful creature on the planet? Like man the spider can use and change its habitat to its best advantage – unlike man, the spider has felt little need for major evolutionary change for hundreds of thousands of years. It is, quite simply, a miracle of design. Let us consider its advantages:

Speed for size it can rival, at the sprint, a horse.

Plate armour (unlike mail, providing complete protection) which would make a lord proud to wear.

Complete combat stability, due to low centre of gravity, and multiple legs (try tripping or overbearing a spider!)

A mode of locomotion which retains this stability on the move.

Up to 4 spare legs when at rest!

Legs highly sensitive to vibration, touch and taste.

Mulitiple eyes giving wide angle of vision, and near perfect range-finding.

A specialist technological ability which does not have to be learnt by the young spider. (Most are orphans at birth.)

An automatic safety rope, combined with a climbing ability to which there is no natural obstacle.

Immunity to *charm* and *command* spells – does anyone speak 'spiderish'?

Venom which would make an assassin green with envy.

Last, and certainly not least, something to make magic-users sick with frustration: a completely controllable, permanent multi-form web which requires but 1 segment to cast, and needs to be anchored only to the spider. The spider is virtually immune to its own web, and has what amounts to an unlimited supply.

When we consider that this is true of a non-magical, fellow inhabitant of the planet, it is remarkable that the FRP possibilities of this beast are usually so grossly overlooked. Here follows some examples of the awesome capabilities of the spider which DMs, and possibly referees of other RPGs, might like to bear in mind.

Fig 2

Spider Silk

This is an incredibly tough protein polymer ejected in liquid form from the spider's spinarettes. This hardens immediately on contact with the air to form the distinctive gossamer strands. The silk itself has an incredible tensile strength, and, indeed, this is not merely dependent on the size of the spider: the Asian species, *Nephila* spins a silk that is so tough that natives use it to make fishing nets, yet the female who spins up to 984' of it per day, is only 0.86" in total length, on average. In a millieu of fire-breathing dragons, how much tougher might such silk be?

The varied nozzles on the spinarettes (spigots and spools) regulate the size of each strand produced; from a single strong cable to a film of fine strands. To use this varied armoury to best effect, the spider has a claw at the tip of each leg with hairs to guide the silk into it. These hooks allow the silk to be spread out or woven. They also allow the spider to glide down the silk strand with ease, and enable almost instantaneous braking. The silk can be trailed or gathered in the legs and used to parcel prey. Most strands are not sticky; the sticky strands are formed by a separate spinarette, and woven into the strand of silk. The gum oozes out of the centre of these filaments rather like oil in a wire cable, and thus remains effective for a considerable time. The spider does not stick to its own gum because of an oily secretion, with which it covers its legs. Characters might be allowed to discover this for themselves, and avail themselves of a similar organic, fatty coating as a defensive measure when embarking on a spider hunt . . .

The Certain Trap

The construction of webs with their amazing silk, is the distinctive trademark of most spiders. Most DMs, rightly enough, discard the idea of using the conventional orb-web on the grounds that it is only effective against aerial creatures, but then forget the many highly serviceable variations which have been sufficiently successful to ensure the survival of the species which developed them.

Achaeranea Riparia spins a web solely for crawling morsels, mostly ants, by joining a very scrappy scaffold web to the ground with highly elastic, tautly stretched wires. These are only weakly attached to the ground, and are coated with an extremely sticky gum. When an insect blunders into this vertical minefield, it becomes stuck fast. Further struggling breaks the weak anchorage of the strands, and the tension whisks the unfortunate tidbit up to the waiting spider (*Figure 1*).

Fig 3

Atypus, the purse-web spider, spins a silken tube which hangs out of the end of its vertical burrow. The tube (vaguely resembling a purse) is then camouflaged with detritus, and Atypus hangs inside from the ceiling in wait (*Figure 2*). The unwary meal, walking on top of this tube is stabbed through the silk by the long-fanged spider, whose saw-edged fangs are used to slit a hole in the silk, through which the meal is drawn, to be consumed at leisure in the burrow. The silken 'purse' is speedily repaired, ready for the next course.

Deinopis, better-known as the 'Gladiator spider', has distilled the use of a sticky net to entrap prey, to a fine art. It

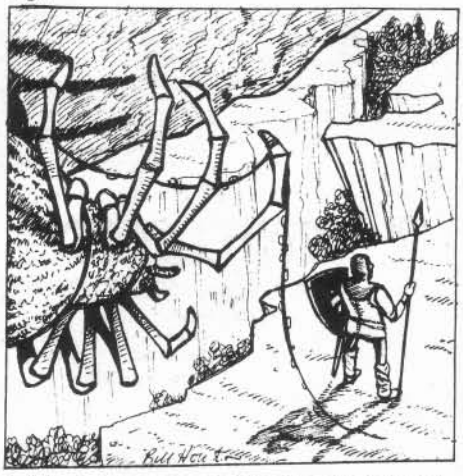
hangs suspended from a minimal web by four legs, holding in the other four a net of highly elastic, and extremely sticky threads. Motionless and unseen, it hangs until a likely target walks underneath, and then straightens out all eight legs, extending the net to several times its original size, and pinning the helplessly trapped prey to the ground, where a swift 'coup de grace' may be administered (*Figure 3*).

Some African species work together in huge communal webs, hunting in packs and sharing the proceeds. Groups of spiders barely a third of an inch in length have been known to cover several miles of jungle with sheet webs . . .

The daddy longlegs, *Pholcus*, contents itself with a scant set of almost invisible trip/warning lines, while the fearsome *Drassoles* does not spin a web at all, but trails a sticky straightjacket of strands over the legs of its prey. The enemy thus impeded, one quick envenomed stab, and 'bon appetit!'

Two spiders put their silk and gum to even stranger use; the bolas spider and the spitting spider. The bolas or 'angler' spider swings a short length of gum-coated silk. Anything which touches it immediately becomes stuck fast, and the spider reels it in (*Figure 4*). Particularly large or strong catches are 'played

Fig 4



in' to exhaustion before the spider will tackle them.

The spitting spider stalks within range and then sprays a stream of gum through its fangs, the oscillation of which throws the gum in a zig-zag pattern over the hapless entrée, and the slow-limbed spider ambles over to dine.

Then there is *Ummidia Nidicoleus*: imagine, if you will, a party of hardy and avaricious adventurers; imagine too their elation at the discovery of a well-concealed subterranean entrance leading to a smooth and well-constructed tunnel which continues for some distance before turning a corner. On turning that corner, imagine their surprise at seeing a large trapdoor spider scrabbling out of a concealed niche, and blocking their exit!

Of Love and Death . . .

It is a myth that the female eats the male after mating; if the male is not careful, the female simply eats him . . .

Out of this stormy relationship are born a multitude of tiny eggs, which the female carefully wraps in silk, and hangs in a safe place. When the spiderlings eventually hatch, they are exactly like their parents in all but size. From hatchling to adult may require up to six total moultings of the carapace, the spider's armour-like outer casing. A sharp rise in blood pressure splits the casing just below the eyes, and the spider embarks on the long and dangerous process of climbing out of its old skin. It is during this time, when the spider is completely helpless, suspended in a safe place, that the most hardy alchemist and assassin suppliers engage in the extremely perilous, but highly lucrative process of 'tapping' – milking the live spiders of their venom. To be obtained in high concentrations, and in the purest possible state, this venom must be drawn from still living creatures. Just after moulting the spider is at its most vulnerable, and this is the stage where the suppliers attempt to kill the spiders causing the least possible damage in order to obtain not only the whole organs, but also to get at the silk glands. Parts of spiders are used in the enchantment of all items of climbing, and those to do with poison. Spider silk is used in the construction of magical rope, and woven into such rare tapestries as are destined to become enchanted as flying carpets (because of its relative lightness for its strength). Spider's eggs are much prized as narcotic bases for philtres and charms, while phase spider silk is used in the weaving of *Bags of Holding* and similar items. Only the most perfect organs and strands of silk may be used for the purpose of enchantment. (Some spider eggs may be sold for hatching – spiders make excellent area guards if properly contained.)

Spider venom may of two kinds; paralysing, or lethal. Since spiders have no chewing mouthparts they can injest only liquid food – which they prefer warm and pumped by a beating heart. They will thus store living creatures for later consumption if they can't deal with them immediately. When hunting for food they will tend to paralyse and wrap their prey, but if threatened, or greatly outclassed by their prospective supper, will not hesitate to kill outright. Characters save vs paralysis at +1, and once paralysed and stored in the larder may check again every six turns, but at −1 per failure (cumulative). Even if such characters do wake up, they will find themselves firmly wrapped up, and suspended safely away from marauding predators . . .

A *neutralise poison* spell, followed by a *cure light wounds* will usually be required to help any character formerly belonging to a spider's larder overcome their feelings of cramp and nausea.

The web is clearly the spider's potentially most powerful weapon. Some guidelines for bringing it into play with its proper effectiveness follow – these will help make the humble spider a more formidable opponent.

Allow the spider a base of 50% chance to web a target and modify this as follows:

Spider is smaller than ¼ size of target	−25%
Spider is ¼ size of target	−15%
Spider is ⅓ size of target	−5%
Spider is ½ size of target	+15%
Spider is equal in size to target	+15%
Spider is greater in size than target	+25%
Target is also target of bite attack	+15%
Per point of target's DEX above 14	−5%
Target 'held'	+20%
Target already webbed in thrown silk (per cast)	+10%
Target ensnared in full web	+45%
Target encumbered or in narrow area	+15%
Target *hasted* or high movement rate	−15%

If a spider's cast misses then nearby characters must roll less than their DEX on 4d6 to avoid being caught in the overshooting silk.

To break out of a web, compare the Strength of the victim with the type of web ensnaring him on *Table 1* to find the time in rounds to break free.

Table 1 refers only to individuals breaking free alone. With help and weapons the time to cut free is considerably lessened. It is next to impossible for the webbed individual to bring his own weapons to bear and therefore escape is based on pure strength.

Spiders may cast once per round, but their silk casting attack should always have initiative, unless they are completely surprised.

The table is for spiders which are about half the size of the target – adjust strength class up or down by one place per class difference as appropriate.

The DM has an incredibly frightening weapon in the varied capabilities and tactics of the spiders. He should not merely use spiders for stamping on to make up a level!

Table 1

	Time to Break Free (Rounds)		
Victim's Strength	**Full Web**	**Thrown Silk***	**Parcelling Silk**
1-6	**	1d20	**
7-11	**	1d10	**
12-15	**	1d8	3d20
16-17	3d20	1d6	2d20
18	2d20	1d4	1d20
18(01-75)	1d20	1-3	1d10
18(76-99)	1d10	1-2	1d6
18(00)	1d6	1-6 segments	1d4
19+	1d4	1-2 segments	1

*For the first three successful casts, the target moves to the next lowest Strength category. After this, the target is considered parcelled.

**Not possible.

Further Reading

The World of Spiders – W S Bristowe. An invaluable, seminal work on the subject, particularly habits.

Killers of the Wild – Michael Chinery. The best general work on all manner of predators and predation, from piracy of the vulture to wolfpack or pride of lions. Invaluable for the DM wishing to give supposedly mundane encounters some realism and spice. Sensationalist and superb.

Web – John Wyndham. Brilliant, less famous novel of the *Kraken* and *Triffid* master, some ecological hints for dungeon designers. □

NEW

BOOK 5 IN THE UNIQUE SOLO ROLE-PLAYING SERIES

LONE WOLF

Shadow on the Sand

JOE DEVER & GARY CHALK

A shocking surprise and a treasure that contains the secret to your destiny. They await you in Barrakeesh – a city full of treachery and death!

SHADOW ON THE SAND
AN EPIC CLIMAX TO THE LONE WOLF 'BASIC' SERIES – TWO COMPLETE SOLO ADVENTURES IN ONE BOOK FOR ONLY £1.95 FROM ALL GOOD BOOKSTORES AND GAMES SHOPS – NOW!

ENTER A DANGEROUS WORLD. The Lone Wolf books are action-packed solo adventures set in the fantastic world of Magnamund. As Lone Wolf – last of the Kai Lords – you possess warrior skills that can aid your survival. As the adventure unfolds from page to page *and* from book to book, you will gain new skills and experience that will help you in the fight against your mortal enemies - the Darklords of Helgedad.

- Over 70 superb line drawings *plus* a full-colour game map and Action Chart.
- No dice needed. The unique combat system allows you to be Lone Wolf, whenever and wherever you like!
- Computer software, metal miniatures, T-Shirts and Lone Wolf Club membership now available.

OTHER LONE WOLF ADVENTURES
The first 4 adventures in the Lone Wolf series are:
1. Flight from the Dark 2. Fire on the Water
3. The Caverns of Kalte 4. The Chasm of Doom
– all available in Sparrow paperbacks.

'The best books in the solo-adventure genre' BOOKS FOR KEEPS

FROM KAI INITIATE TO KAI MASTER YOU ARE LONE WOLF

To: Arrow Publications, Dept. AF, 17-21 Conway Street, London, W1P 6JD

Please send me further information on: Lone Wolf Software ☐ Lone Wolf Club Membership/Merchandise ☐ Please tick box(es)

Name _____

Address _____

_____

_____

Tony's Hobby's

D&D Basic	£9.50	Walls of Dwarven Kings	£7.95
AD&D Players Handbook	£9.95	Aftermath	£18.75
M.M. 1&2	£9.95	Wizards Quest	£14.95
Dungeon Masters Guide	£10.95	Seige	£9.95
Warhammer	£9.95	Bushido	£7.95
F of F	£6.95	Samurai Blades	£9.95
Dune	£14.95	STD Dungeon Acc. 1&2	£2.95

LARGE SELECTION OF CITADEL & GRENADIER UK
Send s.a.e. for list. P&P 60p. Phone 09285 72757
OLD POLICE STATION, HIGH STREET, FRODSHAM, CHESTER.

Torchlight fantasy products

3-D DUNGEONS

DO YOUR DUNGEONS LACK DIMENSION ?
Integrated modular system of re-usable dungeon rooms, passages and accessories.
Available from all the best games shops.
* **STARTER PACK** worth £12.50 only £11.25 + 80p P&P
* **TORTURED SOULS ADVENTURE PACK** worth £25.00 only £21.50 P&P FREE

For more details send SAE now to:
TORCHLIGHT FANTASY PRODUCTS (Dept.W), 23 CLIFFTOWN ROAD, SOUTHEND-on-SEA, ESSEX SS1 1AB. SUMMER '85 LIST OUT NOW!

THE "WARLORD" GAMES SHOP

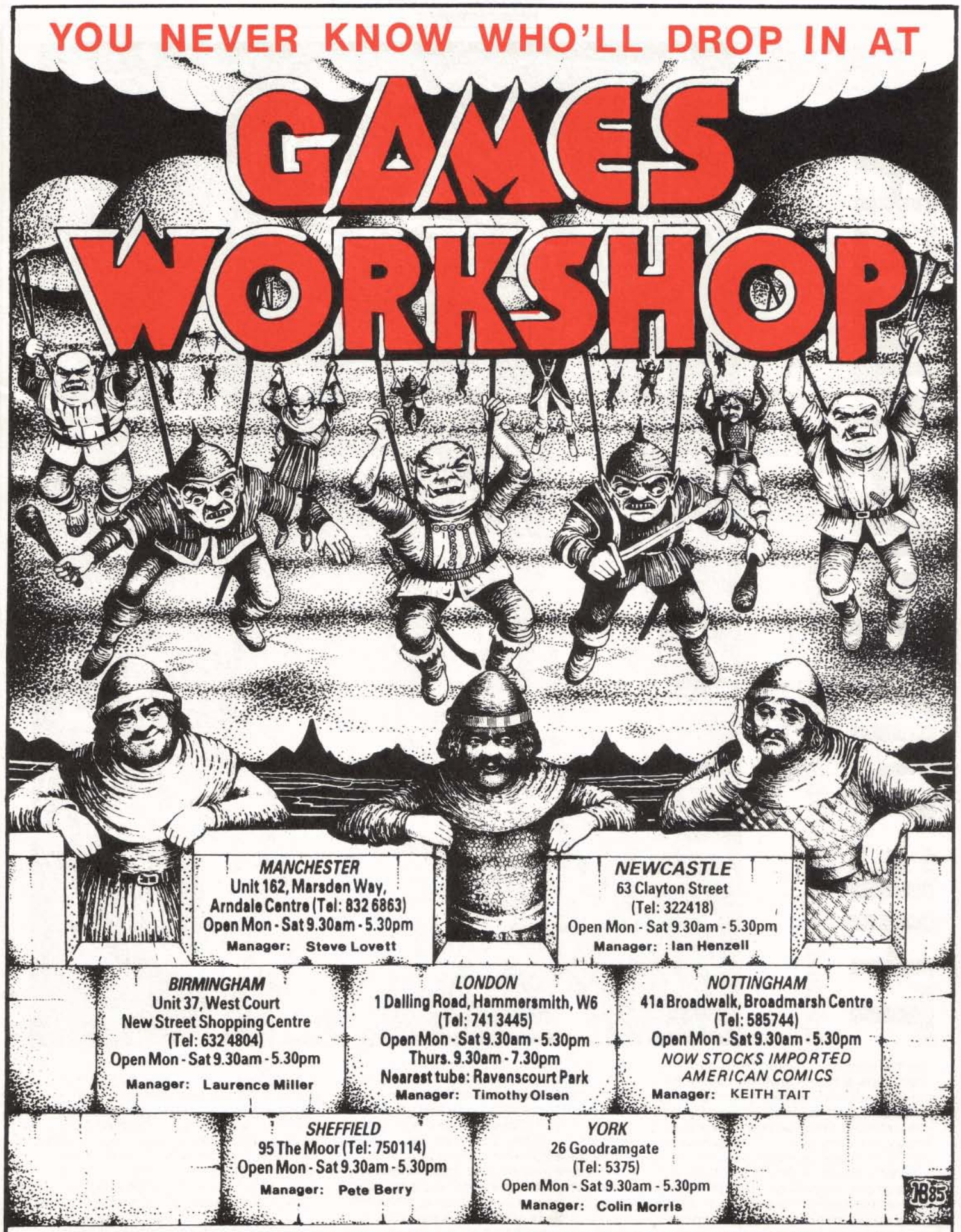
We now stock
IRREGULAR MINIATURES SIEGE EQUIPMENT * INTEGRAL TERRAIN PLATOON 20 FIGURES GALLIA 25mm BUILDINGS
as well as
Dungeons & Dragons * Traveller and most RPGs and supplements * War Games Science Fiction Games * Citadel Figures Torchlight Fantasy Products * Rule Books Davco Microtanks * S.E.W.A.R.S. Avalon Hill Games * Asgard Miniatures

818 LONDON ROAD, LEIGH-ON-SEA
Tel: SOUTHEND 73308
Open 9.30-1.30 and 2.30-5.30. Closed Mondays

VISA Access

KRACKERS GAMES SHOP

For probably the widest range of role-playing, war and sports games in the southwest. Also metal figures, robot models, posters, Judge Dredd magazines, + T-Shirts, + Video Arcade-all can be found at:
The Joke Shop, 158-159 East Reach, Taunton
Tel: Taunton 85630
Opening hours 10.00-5.30 (Closed Thursdays)



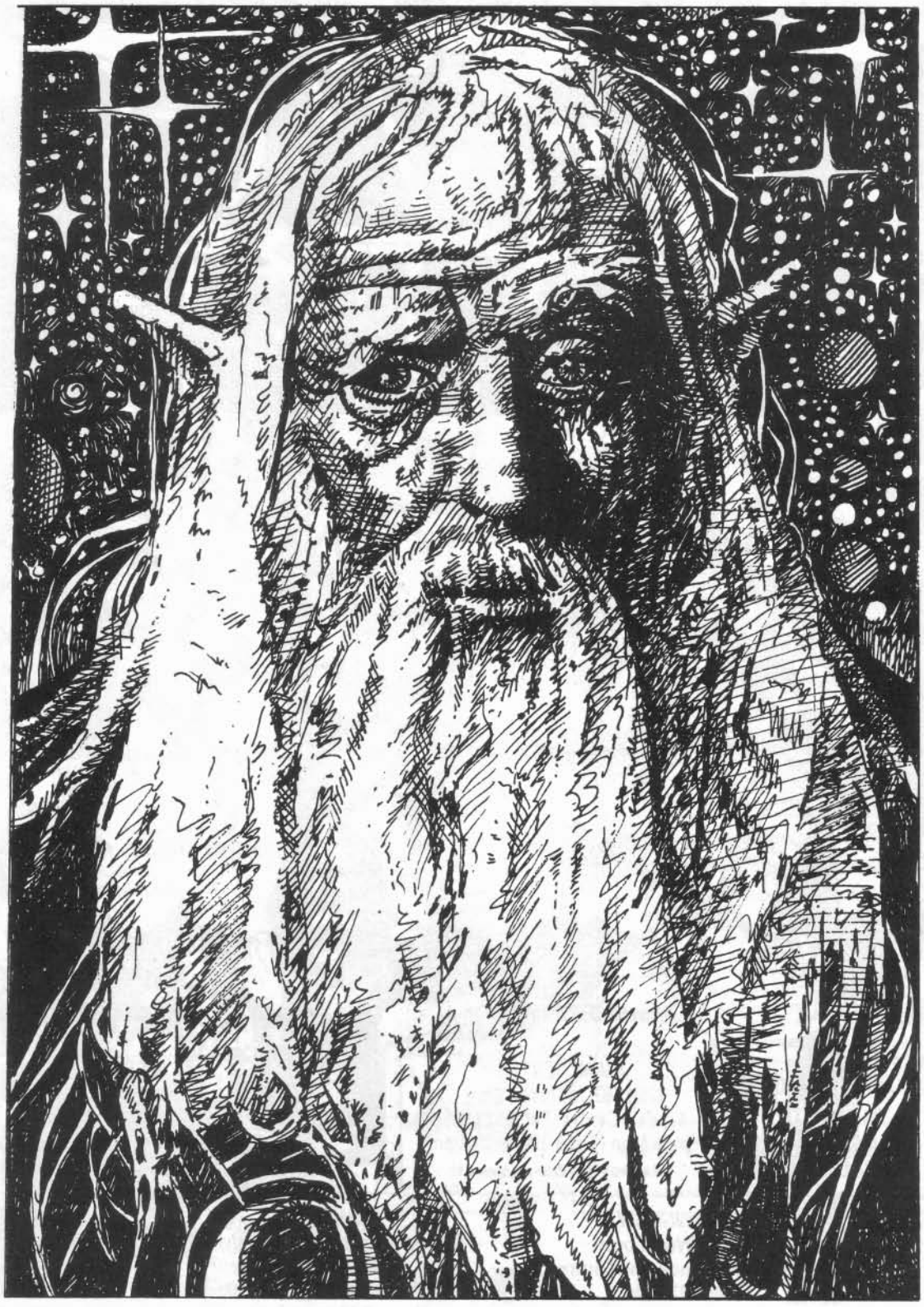
GAMES WORKSHOP - THE SPECIALISTS

IF WE DON'T HAVE IT.....THEN YOU PROBABLY DON'T NEED IT!!

Fiend Factory *is a bi-monthly department for readers' new creatures.*

THE VIVIMANCER

Spiritual Helpers for AD&D by Steve Palmer



Vivimancers are created from high level characters at the time of their death by a patron deity on the NG plane of Elysium. Their prime object is to aid goodly characters in their struggle against evil. They can operate on all planes except the Prime Material Plane, which is forever barred to them. The nature of the Vivimancer ensures an inimical attitude to undead, devils and demons, but especially Necromancers. Vivimancers are spiritual forms but retain physical appearance, characteristic scores (of which INT must be 17+ and WIS 15+) and weapon proficiency from their original incarnation, but start at first level. For every fifty years of existence they increase one level, to a maximum of fifteen. After 750 years, or if they are killed, the spirit leaves the body and goes to the plane it would have when the original incarnation died. Each patron deity may only have one Vivimancer at a time.

In combat and for saving throws, Vivimancers are equivalent to Clerics. They are NG, have eleven hit dice, a natural armour class of two (DEX can modify) and may only be hit by +1 or better weapons. Additionally, they have a 50% magic resistance and a detect invisibility chance of 50% +1% per level. The only magic items they may use are weapons and *Roses* (qv). The moon is of special significance; Vivimancer abilities are tied in to its phase and the crescent moon is their personal symbol.

Most Vivimancers undertake their work as discreetly as possible. Favoured characters (especially those worshipping the patron deity) may receive a *Rose*. In the Elysium home of a Vivimancer it is usual to find a well-stocked library, for they are hoarders of information. These homes are typically large, temple-like structures, surrounded by gardens full of the scent of roses. Within the boundaries of the garden, it will always appear be summer, and the

therapeutic properties *triple* the usual rate of healing of characters staying there.

Abilities
All Vivimancers have the following innate abilities:

1. Immunity to all the powers of undead creatures.
2. Telepathic communication with the patron deity.
3. Automatic recognition of other Vivimancers.
4. Knowledge of a creature's or object's alignment unless masked by magic, etc.
5. Turn undead as the following table:

Level of Vivimancer	Equivalent Clerical Level
1-3	6
4-6	7
7-9	8
10-12	9-13
13-15	14+

6. Morphetic Counsel. The ability to give a prophetic or advisory dream to any character on the Prime Material Plane during the period of a crescent moon. The dream is typically accompanied by an overpowering fragrance of roses.

7. Manufacture Rose. A *Rose* is a special magical gem, roseate in shape and about three centimetres in diameter. It glows with a strong light which varies in colour according to the moon's phase – pink at the new moon, through to yellow at the full moon. A *Rose* is usually implanted into the upper arm of the chosen person so that the glow is faintly visible, although especially favoured characters may be allowed to wear a *Rose* on their forehead – this increases CHA by 1d4 (to 18 maximum). A Vivimancer may make one *Rose* for every fifty years of his existence. There are six types:

Rose of Reincarnation. Automatically *reincarnates* its wearer three times before losing its magic. Once the initial reincarnation has been made (as acquired ability), the subsequent ones will be exactly the same.

Rose of Raising. Automatically *raises* its owner up to three times before losing its magic. One point of CON is lost after the first raising.

Rose of Plane Locking. The bearer can resist any non-deitic plane shifting up to five times. Voluntary plane travelling is still permitted.

Rose of Healing. This will *heal* its possessor five times, as desired, before losing its potency.

Rose of Mind Reading. Duplicates the Vivimancer ability of Mind Reading for five one-hour periods, at the owner's wish.

Rose of Restoration. Restores energy levels lost by its owner. The level returns 1-4 hours later and protection is given for five such attacks.

A *Rose* used to its full extent becomes a gem of 4-7000gp value.

Acquired Abilities
The following abilities can be selected by a Vivimancer each time he attains a new level. Each one is usable once per day and can be selected only once. They require the patron deity's holy symbol and a crescent moon symbol on the Vivimancer's person in order to be performed.

Table 1: Number of Abilities per Level

Level Of Vivimancer	Ability Level 1	2	3	4
1	1	–	–	–
2	2	–	–	–
3	3	–	–	–
4	3	1	–	–
5	3	2	–	–
6	4	2	–	–
7	4	2	1	–
8	5	3	1	–
9	5	3	2	–
10	5	3	2	1
11	6	4	2	1
12	6	4	3	2
13	6	5	4	2
14	7	6	4	3
15	7	7	5	3

Level 1 Abilities
Charm Undead. Allows the Vivimancer to charm undead (as *charm person*) for 2-12 turns (1-4 turns if a vampire or ghost, 1-8 rounds if a lich).

Communication. Enables the Vivimancer to speak and understand any language, no matter how obscure, for one turn per level.

Cure Disease. The Vivimancer can cure any form of disease, even leprosy. The patient can resume normal activities after one hour's rest.

Curing Touch. By laying his hands on the injured person, 3-12 points of damage can be cured by the Vivimancer.

Mind Reading. Similar to *ESP*, but allows deeper, hidden thoughts to become available to the Vivimancer. Communication must also be used to understand unknown languages. Psionics with *mind bar* can avoid this, and the inherent alignment knowledge of the Vivimancer.

Return to Adjacent Plane. Enables one person per level of the Vivimancer, plus the Vivimancer, to travel instantaneously to any adjacent plane bar the Astral, Ethereal and Prime Material planes. The point of arrival can be chosen by the Vivimancer.

Return to Elysium. Allows the Vivimancer (only) to return to any point on Elysium.

Teleport Self. The Vivimancer may teleport himself, no error, to any point on the plane he is currently on.

Level 2 Abilities
Charm Dead. Enables dead spirits, animated bodies, etc, to be charmed as the charm person spell. From 1-10 such dead can be charmed, although each is entitled to a save vs magic.

Cure Blindness. By touching the victim's eyes, the Vivimancer can cure any blindness, however caused.

Neutralise Poison. At a touch, the Vivimancer can neutralise all forms of poison or remove harmful or addictive drugs from a victim's system.

Polymorph Self. As the MU spell, except that the form is still spiritual and the Vivimancer keeps special abilities.

Renewing Touch. Cures 4-24 points of damage when the Vivimancer lays his hands on the victim.

Return to Inner Plane. The Vivimancer, plus one person per level, may travel instantaneously to any of the inner planes, except the Astral, Ethereal and Prime Material planes, from any other plane. The arrival point is at the DM's discretion.

Return to Outer Plane. As for the above ability, except any outer plane can be the destination.

Teleport Other. As Teleport Self except others may be teleported. One extra person can be teleported for each additional level of the Vivimancer above fourth.

Level 3 Abilities
Cure Insanity. The Vivimancer may cure any form of insanity, but cannot alter personality traits (greed, ruthlessness, etc). Psionically induced insanity is only cured temporarily.

Healing Touch. Touching the wounded person restores all but 1d6 hit points in 3-6 rounds.

Polymorph Others. As the 4th level MU spell.

Raise Undead. Similar to the Clerical spell; the recipient can have been dead for a number of days equal to twice the Vivimancer's level. 1-2 days complete rest are required of the raised person.

Return to Astral Plane. One recipient plus the Vivimancer can enter the Astral plane from any other at a selected point. Each level above seventh allows the Vivimancer to take one extra person.

Return to Ethereal Plane. As above, except that the Ethereal plane can be entered. The Ether Cyclone is always avoided by this method.

Level 4 Abilities
Deitic Word. On uttering this word, the Vivimancer may cause one of four effects:

(a) Waves of pain, preventing the victim from performing anything arduous for 1-10 turns, or

(b) *Slow* (as spell) for 1-8 turns, or

(c) Paralysis for 1-4 turns, or

(d) Unconsciousness for 1-2 turns.

There is no save against Deitic Word, and it affects everyone within hearing range: Vivimancers and deities are immune.

Reincarnate. As the spell of the same name, but the following table is used to determine the outcome (roll d100):

01-05	Gnome
06-10	Dwarf
11-15	Halfling
16-20	Raven
21-25	Owl (25% giant owl)
26-30	Eagle
31-40	Human
41-50	Half elf
51-60	Elf
61-70	Centaur
71-80	Horse
81-85	Fox
86-90	Good Dragon (4HD)
91-100	Patron deity's animal (if none, roll again)

Resurrection. As the Clerical spell, except there is an additional 10% survival chance. The subject can have been dead for a number of years equal to the Vivimancer's level×20.

Return to Prime Material Plane. Enables the Vivimancer to send one person per level to any desired place on the Prime Material Plane, although the Vivimancer may never himself venture onto this plane.

Note. The scent of roses typically accompanies the curative and healing powers outlined above. □

WHEN THE SMOKE CLEARS . . .

MIDDLE-EARTH

APPEARS

Step through the misty haze into the greatest fantasy realm of all time. Excitement awaits in the legendary land of Hobbits, Orcs, Elves, Balrogs and Dragons. Journey through Mirkwood forest, encounter the hideous monster Shelob, or engage in battle for the vast treasure hidden deep within Lonely Mountain. Return to Middle-earth with:

Middle-earth Boardgames:

The Fellowship of the Ring — a two player game of the quest to destroy the One True Ring.

Lonely Mountain — a multi-player game where players attempt to snatch treasure before Smaug awakens.

The Battle of Five Armies — the climactic struggle between the evil Goblins and the allied armies of Elves, Dwarves, & Men.

Middle-earth Role Playing, a complete set of guidelines for adventuring in J.R.R. Tolkien's world. Supported by:

Campaign Modules:
Angmar
Umbar
The Court of Ardor
Northern Mirkwood
Southern Mirkwood
Isengard
Moria

Adventure Modules:
Bree & the Barrow-downs
Dagorlad & the Dead Marshes
Cirith Ungol & Shelob's Lair
Hillmen of the Trollshaws

These products are available at better retail outlets worldwide. Distributed in Canada by CANADIAN HOBBY-CRAFT, in the UK by GAMES WORKSHOP LTD., and in Australia by JEDKO GAMES.

All copyrights and trademarks, TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, BERKELEY, CA. No unauthorized use permitted.

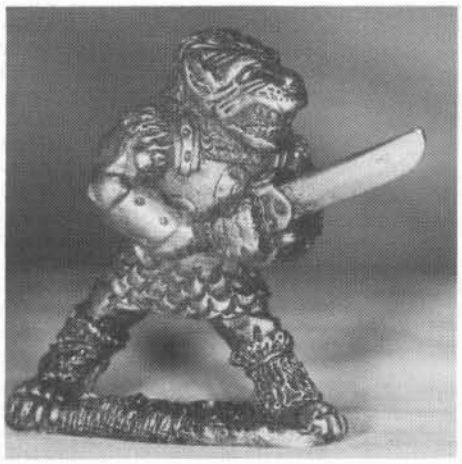
Dealer inquiries welcome.
IRON CROWN ENTERPRISES
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

MORE GREAT OFFERS FROM

ESSEX FANTASY

Dwarf Army 60 figures £12.95
Gnome Army 60 figures £12.95
Goblin Army 60 figures £14.95

Great Scaley Orc Army £27.95



NEW
KNIGHTS OF EVIL RAIDING PARTY
CONTAINS

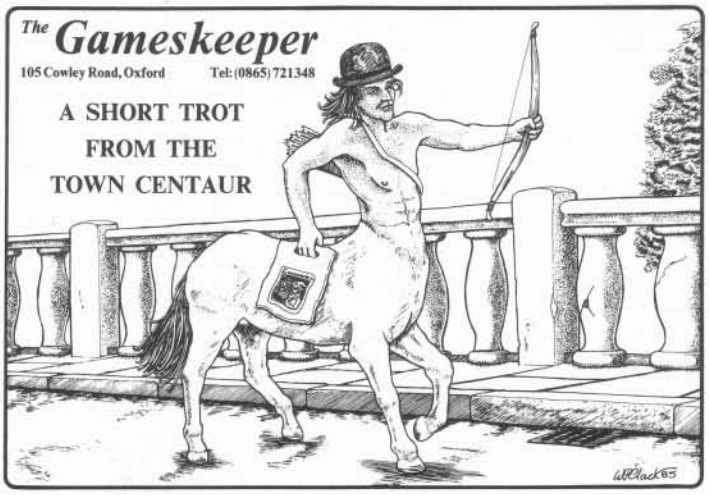
MOUNTED BARON
BARONESS ON FOOT
MOUNTED STANDARD BEARER
SIX MOUNTED EVIL KNIGHTS
TEN DISMOUNTED EVIL KNIGHTS
ONLY £10.95

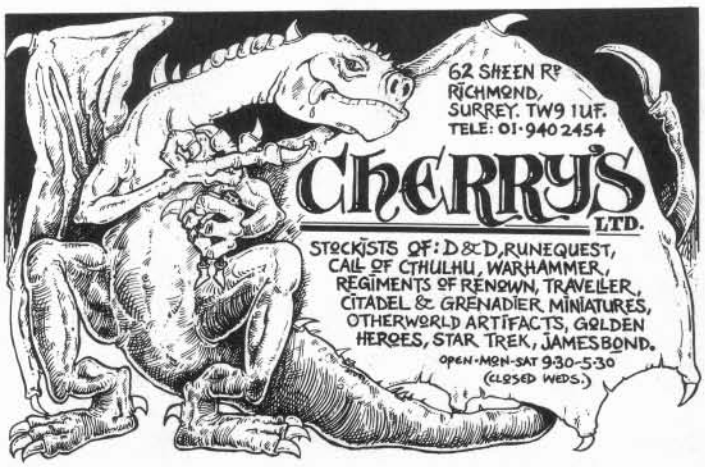
MONSTER PACK £3.45

ADVENTURER PACK £3.45

TELEPHONE SALES: 0268 682309

ESSEX MINIATURES, UNIT 1, SHANNON CENTRE, SHANNON SQUARE,
THAMES ESTUARY ESTATE, CANVEY ISLAND, ESSEX.





GAMES WORKSHOP US

9110F RED BRANCH ROAD
COLUMBIA, MD 21045

TEL: (301) 964 0262

FOR

GOLDEN HEROES
WHITE DWARF, WARHAMMER,
TALISMAN, Dr. WHO,
BATTLECARS, JUDGE DREDD,
DUNGEON FLOOR PLANS,
DUNGEON PLANNER,
plus all the best from the UK

Please write for full details

Orders under $25 add $1.50 post and handling.
Maryland state residents, please add 5% sales tax.

CLUB DISCOUNTS—QUANTITY DISCOUNTS

TRADE ENQUIRIES WELCOME

Tabletop Heroes *is a regular feature covering aspects of figure modelling, by Joe Dever.*

THE MAGIC FRAME

The Low-Down on Close-Up Photography Part One: Equipment

Many readers have asked for advice on how to take photographs of their figures without the need for expensive equipment. This issue, therefore, I will be covering the basic equipment you need for the job and in next month's *TTH* I shall be showing you how to use it and how to avoid the many pitfalls of close-up photography.

The Camera
The 35mm single lens reflex camera (SLR) is ideally suited for the task. Starting at around £40 second-hand, they have useful features such as interchangeable lenses and a built-in light meter [typically through-the-lens (TTL)]. Understanding how to use your camera is important and will only come through practice. The features we require are slow shutter speeds (2 seconds or longer) and small lens apertures (f16 or f22) as opposed to the fast shutter speeds and maximum apertures vaunted by manufacturers.

The standard 50mm lens supplied with the camera is quite adequate for model photography and, when used with extension tubes, gives a performance comparable to purpose-made close-up lenses. Extension tubes don't suffer from the same problems as add-on close-up lenses which generally soften detail and have optical imperfections.

Accessories
The long exposure times used in model photography require the camera to be well supported to prevent a blurred picture due to 'camera shake'. A tripod and cable shutter release are good investments here and a medium-weight tripod with adjustable legs and centre column makes an ideal all-purpose support. Cheaper, light-weight tripods are much more subject to vibration.

Lighting
Effective lighting is suprisingly cheap: two angle-poise lamps (*Habitat* work-lamps are ideal), some photographic bulbs (photofloods) and some white cards to use as reflectors are all you need. Flash has its limitations if used as the sole source of illumination, although there are two methods of avoiding the problems which I shall cover in *Part Two*.

Direct lighting can produce unwanted glare but this can be easily overcome by diffusing the light through a screen of greaseproof paper.

Film
The type of film that you load into your camera will have a marked effect on the quality of your photographs. In model photography we require a film that will capture fine detail and 'slow' films are ideal for this purpose. The speed of a film is denoted by its ASA number and the films we require have an ASA of between 20 and 75. Into this bracket fall the following: Colour Print – *Agfacolor CNS-2* (ASA80), *Kodak VR100* (ASA100), *Vericolour II Tungsten* (ASA80); Colour Transparencies – *Agfachrome 64* (ASA64), *Kodal Ectachrome 64* (ASA64), *Kodachrome II Type A Tungsten* (ASA40); Black and White Prints – *Ilford Pan F* (ASA50), *Kodak Panatomic X* (ASA32), all of which are recommended.

Daylight colour films are designed for use in natural lighting and under artificial light (photofloods) you will need a correction filter (Blue 80A) to compensate for the 'yellow cast' of artificial lighting. Tungsten films are specifically designed for use in artificial light.

Props
Finally, you need some scenic accessories to make the background of your photographs more appealing. Coloured background papers are effective, cheap and readily available, but avoid light colours or white since they will give a false reading to cameras with TTL metering. The most suitable colours are dark blue, sky blue, light green or black. Good quality photographs of landscapes provide an alternative to one-colour backgrounds but require some foreground dressing to make the scene convincing. Coloured scenic flock, as used by railway modellers, can be used to cover a figure's base and link the foreground with the photographic background. Lichen, twigs, small stones and pebbles, sand and even salt (for snow) can form the basic ingredients of your 'props box' with which you can make attractive settings for your models.

Equipment Checklist
35mm SLR Camera (preferably with TTL metering)
50mm Lens (smallest aperture f16 to f22)
Extension Tube Set
Tripod (preferably with tilt/pan head)
Flashgun
Cable Shutter Release
2x Angle-Poise Lamps
2x Photoflood Bulbs (try 75W *Philips* E27s)
A4 size White Cards (as reflectors)
Greaseproof Paper (for diffusing light)
Colour/Black and White Film (slow to medium speed)
Conversion Filter (Blue 80A for daylight film)
Coloured Backing Papers
Frame (to support backing papers)
Scenic Background Photographs (from brochures, books, etc)
Scenic Flock (fine grain grey, brown and green)
Set Dressing (lichen, twigs, pebbles etc)
Brush and Tweezers (for dusting figures and removing fluff)

A selection of the latest releases in Citadel's *Lord of the Rings range. Photos by Richard Harcourt.*

This Month's Pics

Fig 1, shows the incredible *Sven* (star of stage, screen and *Warhammer* scenario!) and a *Citadel Elf* fighter, both painted by Tony Dynarowski. It's interesting to note that although both were finished in the same paints (*Humbrol* enamels), Sven appears much brighter to the eye due to his green/yelow base.

The *Jabberwock* featured in *Fig 2*, is one of two variants of this mythical monster currently available from *Citadel*. This one was assembled, painted and based by Jackie Hands, and won her a first prize in the recent *Citadel Open Day* painting competition.

In *Fig 3*, we see a magnificent *Giant Troll* (*Asgard Miniatures*), painted and based by its designer Nick Bibby. Nick achieved the subtle shading and toning of his figure by applying a wash of drawing ink to the basic undercoat, and I hope to examine this technique in greater detail in a future *TTH* feature.

Fig 4: Relaxing on the throne of Baraddur, we see *Sauron the Dark Lord* (*ME61*), mega-baddie of the *Citadel Lord of the Rings* range. '0l' Big Eye' is supplied in kit form with the whole model standing some 60mm high.

In *Fig 5*, we witness the latest Law vs Chaos diorama by the staff at *Citadel Miniatures*. It features the handiwork of John Blanche, Dave Andrews and Tony Ackland, who claim to have 'knocked it together during a lunch break'. Further examples of their midday modelling, together with some useful painting tips, can be seen in the latest *Citadel Journal* (priced £1.50). □

Fig 1

Fig 2

Fig 3

Fig 4

Fig 5 *Photographs by Joe Dever*

The Sage

Are you looking for .....
A PLAYER .....A GAME.....

THE SAGE offers computer controlled NATIONWIDE CONTACTS for players of all ROLE PLAYING GAMES.

For details please send a "STAMPED ADDRESSED ENVELOPE" to:-
THE SAGE
8 ADELAIDE CLOSE, DURRINGTON, WORTHING, SUSSEX.

RITZ TOYS

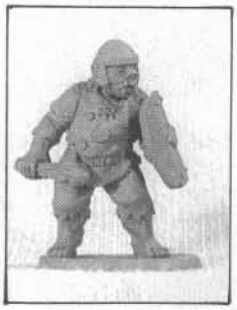
100 Queensmere
Slough, Berks.
Telephone: 753 0678

Open Mon-Sat 9.00-5.30

Large selection of D&D, RuneQuest, Tunnels & Trolls, Traveller, Citadel Miniatures, Boxed Fantasy & Science Fiction Games

denizen

25mm fantasy



FA42
Legion of the Damned Archer 42p
FA45
Goblin with club 42p
Post & Packing
Under £2.50 add 25p
Over £2.50 add 10%
Send SAE for illustrated list

DENIZEN MINIATURES
4a Powis Square, Brighton, Sussex BN1 3HH

GAMES 'N' MODELS

66 GEORGE STREET,
HULL. NORTH HUMBERSIDE.
TELEPHONE: (0482) 24910

DAILY OPENING HOURS: 10am till 5pm

FANTASY GAMES

BOARD GAMES, CITADEL MINIATURES, CEREMONIAL STUDIOS FIGURES, MAGAZINES.

MEDWAY GAMES CENTRE

1 CHURCH STREET
CHATHAM, KENT
Tel: MEDWAY (0634) 814750

Fantasy Games, Board Games, Computer Games, Figures Micro to Maxi

Open Mon-Sat 9.30-5.30
(Closed Wednesday)

VISA

John & Julie

201 Milton Road (opposite Renault Garage), Southsea, Hampshire. Tel: 0705 755459

We stock:-
DUNGEONS & DRAGONS, CITADEL MINIATURES & PAINTS, TRAVELLER, WARHAMMER ETC

Open 9am–6pm MONDAY–SATURDAY
Early Closing WEDNESDAY 1pm
Discounts on Group Purchases.

GAMES STORE

161 Linthorpe Road, Middlesbrough
Cleveland. Tel:(0642) 247553

We stock:-
DUNGEONS & DRAGONS, RUNEQUEST, TRAVELLER, TUNNELS & TROLLS ETC.
AVALON HILL – FULL RANGE
SOFTWARE – SPECTRUM, CBM 64, VIC 20, BBC.

Mail Order accepted
Open Mon – Sat 9.30am – 5.30pm

JOTO

7 Lawrence Sherriff Street,
Rugby CV22 5EJ
Warwickshire
Tel: Rugby (0788) 62372

Open Mon-Sat 9.00am-5.30pm

Discount scheme for clubs

Treasure Chest *is a regular column for readers' ideas on* AD&D.

TRAVELLING LIGHT

Useful Backpacks for AD&D

BARANTHUM'S BACKPACKS
by Russell May

Baranthum was a powerful Magic-User whose quest for knowledge took him on many an interesting and dangerous adventure. On his travels, he liked to keep in touch with his friends, and also found a need to return the many invaluable items he collected to a safe place. In the later part of his life he fabricated three sets of backpacks to help solve these problems. Although Baranthum has long since passed away, the backpacks still exist and appear from time to time carried by various owners.

Common Features

There are two backpacks in each set. They are made from tough brown leather and on each there is a silver 'B' stitched onto the top of the backpack flap. Although the same size as a normal backpack, they are heavier (25gp encumbrance). Each pack is lined with a soft, sparkling black material, the special property of which is to teleport items placed within the pack. The magical nature of each pack causes it to save as leather +3.

Messenger Packs

Indistinguishable from each other, these two packs can be identified by platinum buckles and a small pouch on one side. Inside there are two compartments of equal size, separated by a central division. Any item placed in the front compartment will disappear at the rate of 1-4 items per hour: these items reappear in the front compartment of the companion pack wherever it may be. If a pack is bought, it will be empty on purchase, but if found, the front compartment will contain 1-10 random items. Used primarily for sending written messages, the side pouch is 50% likely to contain quill, ink and parchment.

Transfer and Receiver Packs

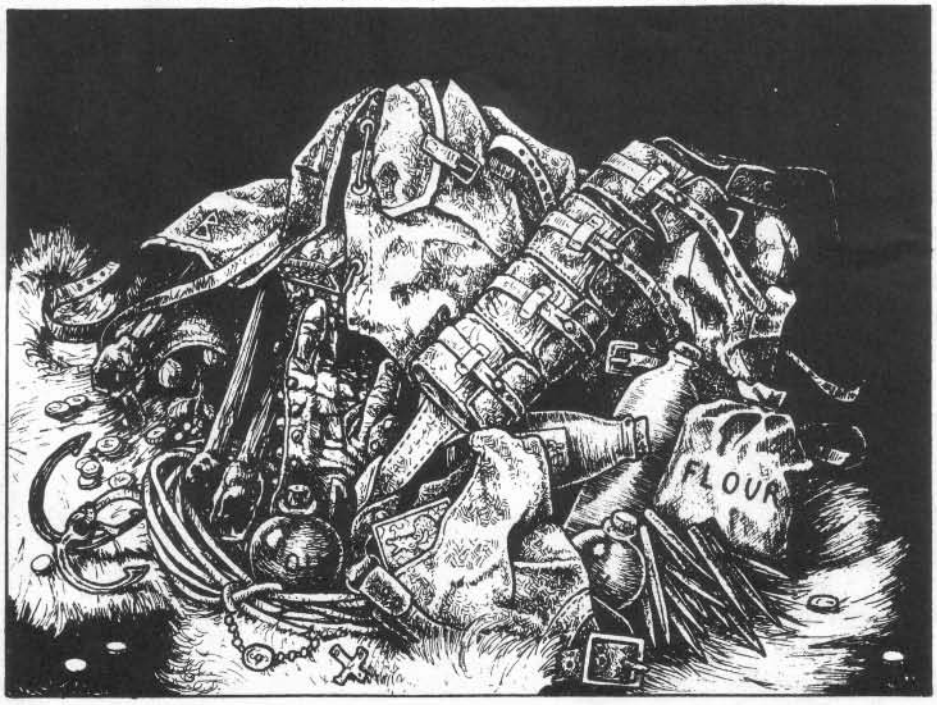
The *Transfer Pack* is indentified by a 'T' embroidered by the 'B' on the top flap: the *Receiver Pack* by an 'R'. Both have silver buckles. Items placed in the *Transfer Pack* disappear at a rate of 1-4 per hour, reappearing in the *Receiver Pack*: if found, the *Receiver Pack* will contain from 1-10 random items. Baranthum typically left the *Receiver Pack* at home so that large, valuable items could be returned safely. The *Transfer Pack* will always be empty when found.

Switch Packs

Distinguished from the others by their electrum buckles, these were used by Baranthum for the speedy transfer of items between people whilst adventuring. When found they will contain 1-10 items 50% of the time. Any item placed within either of the packs will remain for at least two hours. Thereafter, everything in the pack will disappear, causing the pack to become noticeably lighter and limp. These items will rematerialise in the other *Switch Pack* (but will obviously return again, unless removed!).

Notes

The DM should decide where to place the packs and whether or not the companion pack is currently owned by someone else. Correspondence with an unknown person or creature could prove interesting and there are a number of adventures to be developed out of ownership of a pack. What if a merchant innocently sells the *Transfer Pack* whilst retaining the *Receiver Pack*? Or perhaps a party needs a specific item from their pack and find, at the crucial moment, that it is no longer there!



STARTING EQUIPMENT
by Stephen Bland

Newcomers to *AD&D* may be rather bewildered when faced with the extensive equipment lists in the *Players Handbook*. The following 'standard issue' equipment should prove useful for anyone still in a quandry over what they should spend their starting money on.

Containers

Backpack; small iron box – in backpack (this is useful for small but valuable objects, for important scrolls that will not be needed in a hurry and such items as a *Scarab of Death* – see *DMG*); Belt – around waist; 4 flasks – attached to belt; and 2 pouchbelts – attached to belt.

Flasks. 2 of oil; 1 of water and 1 of good wine (for bribery).

Small Iron Box. As well as the uses outlined above this should contain pen and paper for writing down inscriptions and a sharpening stone and sand in case your nasty DM decides that attack on the iron golem blunted your sword.

Pouchbelt A. 2 buds of garlic – one of the anti-vampire materials; 2 sprigs of belladonna – useful against lycanthropy; a bag of flour – thrown over an *invisible* opponent it will negate *invisibility*; ¼lb of salt – useful against giant leeches; 2 holy wafers – must be put in a vampire's cut-off head to insure permanent death (together with a stake through the heart), and various worthless but gaudy gems and trinkets – to bribe low intelligence monsters.

Pouchbelt B. 20 spikes – can be used to climb up walls and as a distraction for rust monsters while armour is frantically removed; 1 grapnel – to be used not only in order to get a rope over to the other side of an obstacle but also as a method of pulling tripwires at a safe distance; and a tinderbox with flints and steel.

Belt. Padded gloves – can be used to negate poison and electrical attacks but their bulk makes it impossible to do fiddly jobs like opening locks or removing traps with them; and a club – for beating rust monsters to death!

Backpack (Outside). Attached to the left side are three torches and a 1' long hollow tube which can be used to breathe underwater. Attached to the right side is 50' of rope – this can be fixed onto more rope and/or the grapple; also on the outside of the backpack will be rods, staves and wands, so placed as to be reached easily from over the shoulder like an arrow from a quiver.

Backpack (Inside). Iron rations for one week; most magic items (unless otherwise stated on the character sheet or obviously in a different location).

Other standard items. High, hard boots – on feet; robe/cassock – torso; noseplugs – on string around neck – useful against poison gas; earplugs – on string around neck – useful against banshee wails.

The *total cost* of the standard equipment list is 25gp and its approximate weight is 75gp. Added to this, each character must buy a weapon and appropriate armour and shield. □

The Generic Universal RolePlaying System

For every era

For every character

For every universe

For every
serious
roleplayer

GURPS

Coming this summer from:

STEVE JACKSON GAMES

BOX 18957-Z AUSTIN, TX 78760

Distributed exclusively in the UK by Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP

Dragonmeet photos by Pete Williams and Ian Marsh

CITADEL EXTERMINATED

Citadel, in co-operation with *FASA*, will be producing figures for the *Dr Who RPG*, with *Daleks* being the first scheduled to glide out of their Nottinghamshire factory.

Meanwhile, their first scenario pack for *Warhammer, Blood Bath at Orcs Drift*, is nearing the final stages of production. The pack will contain full campaign details, cut-out buildings and complete cut-out colour armies for the Orcs, Dwarfs, and Elves.

Other new products on the horizon are the second *Citadel Journal* and more acrylic paints to expand the current range.

NATURAL EXHIBITIONIST

Paul Aagaard, *Games Workshop's* new Conventions Manager, is currently devising a number of new events for *Games Day '85*. Included in these is the *Games Day Quiz*, which will see the combined minds of *Games Workshop* celebrities pitted against those of the general public. Lectures and workshops featuring well-known fantasy artists, figure painters and *White Dwarf* contributors are also in the pipeline to provide *Games Day* with even more events for attendees.

Registration forms for Official events and an entry form for the Quiz will be printed in next issue, with full details of how to purchase your *Games Day* tickets in advance. *Games Day '85* is on the 28th and 29th of September at the Royal Horticultural Society's New Hall, Greycoat Street, London SW1.

Paul Aagaard is flashed in a passing photo booth.

IN BRIEF

*Avalon Hill UK have changed their name to *TM Games*. They will, however, continue to be the sole importer of *Avalon Hill* and *Victory Games*. The change in name allows them to launch forthcoming products, such as *Endless Plans*, without any complications about using *Avalon Hill* as their title. *TM Games TM*? Aargh . . . !

Beast Enterprises are now the sole distributor of *Integrated Games'* new range of *Complete Dungeon Master* products.

*Rumours are rife about the collapse of *Treasure Trap*; failure to secure sufficient funds for new projects and lack of a suitable venue being amongst them.

HOT ICE

Iron Crown are adding even more to their release for this year. *Minas Tirith*, *Erech and the Paths of the Dead* and *Riders of Rohan* are all new campaign modules, and it has been announced that *Moria II* is the second module of a trilogy.

HALL OF THE THINGS

Dragonmeet once again proved itself to be one of the hottest events in the gaming calendar, drawing a huge crowd to Central Hall, Westminister on the 25th May. The shift to late spring did little to prevent the typically warm atmosphere building up, and T-shirts were the order of the day – although few gamers could match the lurid red and yellow ones sported by the *Games Workshop* staff!

At the tradestands, several new products were evident – *Legacy of Eagles* from *Games Workshop*, Killer Penguins et al from *Standard Games* – although 'battle' of the event must have been between *Citadel* and *Grenadier UK*, both of whom had *Lord of the Rings* figures on show. Figures also featured strongly in many events, with no less than four *Warhammer* demonstrations being present. For those with plenty of *Whoom* still left in them, Simon Burley and company were there running *Golden Heroes*.

Lucky gamers could also join in the numerous *AD&D* games that sprang up in various corners of the hall, although the loathsome horrors of *Call of Cthulhu* did their best to rival them!

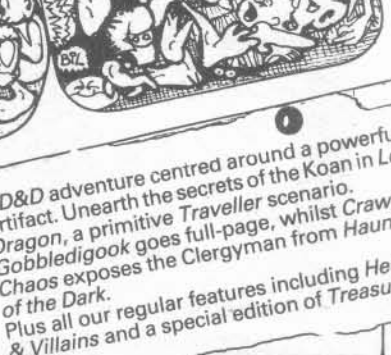
Exponents of 'real-life' role-playing were few and far between this year, although a number of stalwart adventurers still strutted around the hall terrorising the natives. One organiser, however, hawking glossy brochures, is best left anonymous after his attempts to sell a clandestine week-end to two members of rival gaming magazines . . .

Crowded, hectic, but fun was the verdict of the majority of gamers. It is rumoured, however, that the next *Dragonmeet* will move to larger premises.

Dragonmeet Prizewinners

Painting Competition: Single Figure 25mm - Mike Brunton; Single Figure, over 25mm - Fraser Grey; Single Figure, special - Graham Pritchard; Group Figures, 25mm – Graham Pritchard; Group Figures, over 25mm - Spencer Warner; Group Figures, diorama - Graham Pritchard; *Golden Heroes* Competition – Mark Ludford; *AD&D* 'Hellspawn' Competition – Paul Coward; *AD&D* 'Magic Touch Figure Painting' Competition – Alistair Cooper.

GOBBLEDIGOOK by Bil

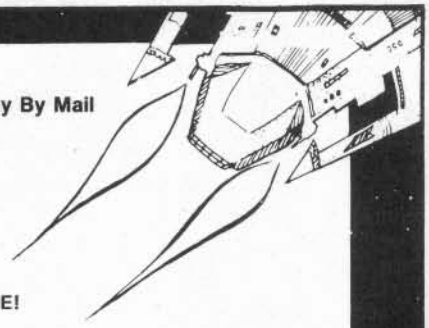


NEXT ISSUE

White Dwarf takes the plunge into the world of underwater adventures with *Beneath the Waves*. *The Artificer*, a new character class for *AD&D*, forges a link with *Star of Darkness*. an *AD&D* adventure centred around a powerful artifact. Unearth the secrets of the Koan in *Lone Dragon*, a primitive *Traveller* scenario. *Gobbledigook* goes full-page, whilst *Crawling Chaos* exposes the Clergyman from *Haunters of the Dark*.

Plus all our regular features including *Heroes & Villains* and a special edition of *Treasure Chest*.

KJC Games, Britains leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called ...



CAPITOL

BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME!

CAPITOL *Features* —

- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- CAPITOL's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- CAPITOL has an easy to understand rulebook, complete with numerous examples.
- CAPITOL was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of CAPITOL prior to release.
- Runs on an IBM PC, using 512K.

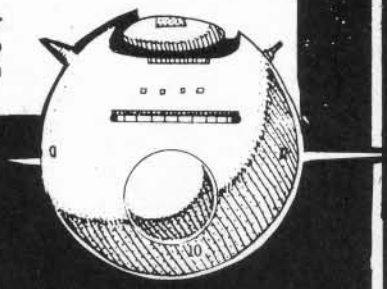
"CAPITOL is fast becoming the standard against which other space warfare games are compared"

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping CAPITOL is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates.CAPITOL allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

KJC GAMES

KJC Games has been running Play By Mail games for about 5 years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn with 48 hours.

To enrol in CAPITOL send a £6.00 cheque/PO/International money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:- KJC Games, PO Box 11, Cleveleys, Lancashire FY5 2UL.

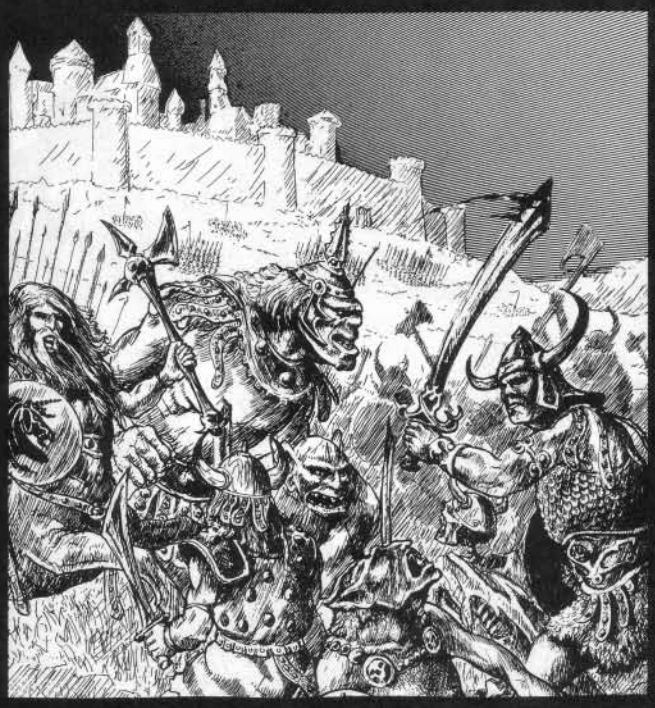


EARTH WOOD

In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assasination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.



KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are 75p. Send to KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire, FY5 2UL.

CLASSIFIED

All classified ads must be prepaid at the rate of 15p per word, display ads £4.50 per scc (incl VAT). Please send copy and payment to White Dwarf, *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

White Dwarf *regrets that it cannot be held responsible for financial transactions resulting from small ads. Readers are advised to take appropriate precautions before parting with any money.*

GAMES DAY '85
Horticultural Hall, Sept 28-29
Clubs, groups, players, etc. If you have a fantasy, war, computer, board or even outrageous games that you would like to run at *Games Day*, please write now with details of your proposed event and any special requirements for early allocation of space. We also need gophers to help on the admin side (London residents only please). Please write to: *Games Day, Games Workshop Ltd*, 27/29 Sunbeam Road, London NW10.

Sell. *AD&D/RQ*modules, *White Dwarf, Imagines* plus more. Great prices. ☎ Bristol 642177.

Hollis Island. A superb new adventure for the 48K *Spectrum*. Dare you enter into a world of savagery, magic and cruelty, to seek out and find the Ring of Atkin? Yes, for only £5.50 (p+p) free) you can own this masterpiece. Send cheques/PO/cash to: *Teignsoft*, 63 Yannon Drive, Teignmouth, Devon.

For Sale Or Swap. *Traveller Starter Set.* ☎ Llandudno (0492) 70559.

Orc's Revenge fanzine, issue 2, is now available. Includes scenarios, chat reviews and much more. Only 60p from: M Hanson, 66 East Towers, Pinner, Middx.

For Sale. *SPI*, etc, boardgames, some FRP material. I prefer to deliver locally. SAE for list to: Steve Gilham, 6 Collenswood Road, Stevenage, Herts SG2 9ER.

For Sale. *DL4, DL5*, mint condition, £4 each. ☎ (0334) 54759.

MOONDUST
Miniature Artillery
For many years, Moondust has served private clients in the preparation and painting of military and fantasy miniatures. We take greast pains to ensure that all our commissioned work is prepared exactly to our clients' requirements and the standard of painting is (with all modesty) excellent. We work in all scales of miniatures but specialise in ancient and fantasy in 25mm. A large stock of pre-painted figures, by well-known manufacturers, is always at hand and we are pleased to paint your own figures - to your own specifications! Whether you wish beautiful characters to inspire your role-playing, or armies to do battle for you, *Moondust* can supply your needs. For further details and a free sample of our work, send a stamp to: *Moondust*, 40 Hargill Drive, Rickleton, Washington, Tyne & Wear NE38 9EY.

For Sale. Mint condition RPGs and supplements, wargames, etc. ☎ 051 336 3092 (6pm-7pm) or send SSAE to: 14 Woodlands Road, Parkgate, S Wirral LG4 6RT.

Demon Issue Fanzine. Summon it to your letterbox for only 35p and SAE. Cheques made out to Garen Ewing or cash. Send to: *Demon Issue*, 93 Sackville Gardens, East Grinstead, West Sussex RH18 2AR.

WRITE FOR THE PROFESSIONAL
White Dwarf is always ready to publish high quality articles or scenarios applicable to popular fantasy and science fiction RPGs. Submissions from any budding writers out there are welcome: all accepted material will, of course, be paid for on publication. Send your submission to: *White Dwarf* (Submissions), 27-29 Sunbeam Road, Park Royal, London NW10 6JP.

For Sale. *AD&D* adventures, *Traveller, Gamma World, D&D Basic & Expert* Rules. ☎ (0926) 55651 (evenings only).

For Sale. First 52 *White Dwarfs* (one missing), £130 ono. Simon Thornley, ☎ Harpenden 2346.

Sale. *Warhammer* (revised) £5, *AD&D DDG* £3, scenarios £1 each. ☎ Morgan, ☎ Woodbridge 6815.

For Sale. Excellent condition *Flat Top*, naval wargame. Graeme, ☎ Glasgow 649 2758.

Fantasy Armies (various systems), regiments and individuals painted to personal requirements. Varnishing and basing free. Top quality, good rates. Send large SAE for details and free sample to: *Green Goblin*, Willows, Sand Lane, Northill, Beds SG18 9AE.

Atari *AD&D*character generator. Produce a party in minutes, an NPC in seconds, using a joystick not a reference manual. Generates all character classes including Bard. Produces thieves, monks abilities. Allows choice of weapon, armour, race, sex and alignment where applicable. Copes with multi-classed characters, psionic abilities, age, racial bonuses and level limitations. In fact produces a complete character just leaving you to name it. Just send £4.50 to: *Adsoft*, 14 Green Pastures, Stockport SK4 3RA.

25mm Fantasy Figures painted to your specifications. Send SAE and figure for free painting and price list to: Mark Lyons, 75 Belvedere Road, Ashton in Makerfield, Wigan WN4 8RX.

Fantasy Battles. A new concept in PBM games. Enact out battles in detail, manouevring your troops, making battle decisions and deciding the type of units to deploy. Each battle involves two players attempting to gain victory on a detailed plan of the battle area. Fight for control of the strategic Death Valley or battle for the famous Tharg's Crown - this is the ultimate PBM game. A game of great skill and judgement, you are in control of every aspect of your forces and how they are used. Points are awarded fro each battle - the names of the eventual winners being printed here! Set up £4, subsequent rounds £1.50. *HPS Promotions*, Pegasus House, 6 Haytor Rise, Coventry CV2 3LE.

For Sale. *Star Frontiers* plus modules, *Knight Hawks* and *Man, Myth and Magic*. Chris, ☎ (091) 489 8641.

Sale. *D&D Basic/Expert Sets*, modules *X2, I1, I2, Floor Plans, SoloQuest 2, Trollpak, Questworld, Dragon Pass, Different Worlds 17, Tortured Souls 2, WD24-62 + Best ofs.* ☎ (0458) 43906.

Illustrations. Your own character immortalised in pen and ink! Rates: A5 card - B&W £2.75, Colour £3.75; A4 card - B&W £3.75, Colour £4.75; mounted on card (thick), A5 only - £1.50 extra. All prices include postage and packing. Send orders to: *Party Packages*, 160 Hearsall Lane, Coventry CV5 6HH.

Foresters. New character class. For details, send SSAE + £1 to: Richard Mallett, 8 Essex Road, Stevenage, Herts.

25mm Figures sculpted and cast to order. Typical man - £8, 4 copies - £12. For quote, send your drawings or description with SAE to: *TSP*, 10 Braal Castle, Halkirk, Caithness.

Spectrum 48K. Role-playing adventure: *The Seven Parchments of Kandos*. Graphic combat routines, spells, character interaction, save game option plus lots of other features. Full rules supplied. Great value at only £2.50. Order from: *Pagesoft*, 159 Northumberland Avenue, Hornchurch, Essex RM11 2HW.

Recruits Wanted. The Blew Regiment of the London Trayned Bands (an English Civil War Parliamentarian unit of the *Sealed Knot*) is currently recruiting, and would be pleased to hear from anyone (male or female) who is interested in fighting real battles, as either a pikeman or musketeer. If you would be interested in joining then please write to: Mr M E Cooper, 117 Priory Park Road, Kilburn, London NW6 7UY.

AD&D module, 'Domain of the Giants'. Send £1.50 for this detailed and exciting module to: R Kearton, 13 Cubbington Road, Leaminton Spa, Warwickshire.

Sale! *AD&D: PHB, DMG, MM*, modules. *WD*: two binders (*27-39/40-51*) & *52-65* & *WD Art* & *Scen 1* & *2*. Various other items, all vgc. Reasonable offers please to: L Piper, Hey House, Bodington Hall, Leeds LS16 5PT. ☎ Leighton (Leeds) 610534 (evenings).

Whitegold PBM. Lead a country to supremacy in the land of Whitegold. A fantasy postal game where role-playing, diplomacy, economics, social issues, politics and military skill all play a part. Many nation types are available including demi-human and humanoid races. Playtested for a year and reviewed in *PBM* magazine. Book your place by sending an SAE for details to: Ben Parkinson, 31 Prince of Wales Lane, Yardley Wood, Birmingham B14 4LB.

Clearance Sale. *Source of the Nile, Ringworld, Apple Lane, RQ SoloQuests, Snapshot, Campaign, Midway, Necromancer, Vic20* adventure cartridges, *Monopoly, AD&D* modules, *Flash Gordon, War of the Ring (SPI), Transylvania, Bushido, Cosmic Encounter, Lost Worlds, RQ* materials, *Witches Cauldron*. Simon, ☎ (01) 868 0406.

Fantasy and Science Fiction. *Quasits and Quasars* was one of the best ever fanzines for all aspects of rolegaming: scenarios, discussion, solos, etc. Issues *4, 9* & *10* (a joint issue with *Dragonlords*) still available; 60p each (or two for £1), from: David Hulks, 54 Slimmons Drive, St Albans, Herts AL4 9AP.

Unique! Hand-painted, your character, logo, etc, on a quality T/sweat-shirt. Send SSAE for details to: *Garrison*, 51 Bewholme Grove, Marfleet Lane, Hull HU9 5SY.

Quality 25mm figure painting service. Full details from: Richard Scott, 70 Fassett Road, Kingston, Surrey.

For Sale. Ex-*S&T/Ares/SPI* games, mostly mint and unboxed. 75p-£8. SAE for list. Also, wanted: *WD 1-6, 10, 12, 48*. Ex cond only. Rob Sandy, 125 Alexandra Ave, Luton, Beds.

WD Warriors! You commanded, I obeyed. 30-page illustrated Weapons/Price List of our enormous range of steel daggers, swords, helmets, etc, now available - £1. Also new design Fantasy T-shirts: Sword/shield/dice, and Uphellya Viking Fire Festival. All sizes - £4.75. *Tudor Armoury*, 90 Christchurch Road, Ringwood, Hants. ☎ (04254) 4620.

MANORCON 1985
Can you play *Diplomacy*? Know 6 other good players? Why not enter the National Team *Diplomacy* Championship in Birmingham on 19th-21st July? *Manorcon* also features Individual *Diplomacy*, 5-a-side football, darts, pool and other games tournaments. B&B available in Student Halls. Send SAE for literature and booking forms to: B Wright, 43 Faroe Road, London W14.

Let Us Give Thanks for the coming of *The Martian Chronicles*. Sacred texts concerning *Bushido, CoC, RQ* and others. 55p from: M Wall, 6 Government House Road, Waker End, Clifton, York, N Yorks.

For Sale. *White Dwarf 1-62*. For sale as a set. Offers please. ☎ (01) 661 2424.

Sale. *U1, U2, U3, Middle Earth.* ☎ Roxton 60778.

For Sale. Many RPGs, scenarios, boardgames and magazines. ☎ (02214) 69521, or send SAE to: 9 Gladstone Road, Trowbridge, Wilts.

COVENT GARDEN MARKET
A monthly market has just begun in Covent Garden's Jubilee Hall, devoted entirely to 'old printeds': old and rare books, prints, maps, comics, magazines, etc. We are considering having a fantasy section in the market so that role-players can buy and sell second-hand games, zines, figures and related material.

Stalls can be rented by individuals or by two or more people sharing a stand. The next two dates are Sunday 7th July and Sunday 4th August. Full details are available from 7 Park Road, Totnes, TQ9 6EF - or you can talk to us at the market itself - or ☎ (0803) 865381 for last-minute stands. Jubilee Hall is right in the Covent Garden piazza itself, above the crafts market. (Three minutes walk down from Covent Garden underground.)

Artists Figure Painting Service and character portraits from descriptions. Send SAE for price list. K Jarvis, 4 Parkes Road, Chigwell, Essex IG7 4BN.

Star Frontiers, includes *Knight Hawks*. Good condition, only £12. Dave, ☎ (0405) 5029.

Sale. *Different Worlds 26-36, White Dwarf 33, 34, 59-66, RuneQuest 3, RQ3 Monster Coliseum, Warhammer 2, Southern Mirkwood, First Citadel Compendium.* Dave, ☎ (0203) 661723.

Gladiator. A new character class, with rules for nets in combat. Send £1 (cash or PO only) plus SAE to: Jonathan Welfare, 5 Tavistock Road, Fleet, Hants GU13 8EH.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 25 words. Further insertions at the rate of 15p per word (incl VAT).

RPG Cardiff. DM needs players for *AD&D* campaign. If you want to play other games then come along and discuss it, especially if prepared to GM. Contact: William Valance, 9 Colchester Ave, Penylan, Cardiff.

Wanted Desperately. *WD35* & *36*. No (un)reasonable offers refused. Robert Mackenzie, 4 Church Ave, Meanwood, Leeds LS6 4JS.

Emergency. Exorcised demons must go (*Regiment of Renown 12*). Swap or sell. James, ☎ Kenilworth (0926) 56624.

14 Year Old fanzine editor (plays *Companion D&D*) seeks penfriend who plays *Basic/Expert D&D, RQ, Traveller, CW*. Jonathon Almond, 12 Wear Drive, Chelmsford, Essex.

Newbury. Are there any clubs in the area which play *T&T* or *RQ*? Also penpal wanted. I am 14 and play *T&T* and am a beginner at *RQ*. Tony Byrne, Enborne Lodge School, Essex Street, Wash Common, Newbury, Berks RG14 6RL.

TROLLPAK. Wanted really urgently. John, ☎ (041) 772 6813 (after 4.30pm).

Correspondence Invited. 15 yr old non-role-player seeks correspondence with people of all ages outside the United States. Interests include photography, DX/shortwave radio, letter writing, cats and travel. I'll answer all letters. Daniel Dwyer, 6 Heather Lane, Walpole, MA 02081-3616, USA.

Is There anyone else out there who wargames fantasy or space, etc, usuing 54mm scale figures. I would like to hear from you to exchange information and ideas. Researcher, 65 Walton Court, Woking, Surrey GU21 5EE.

Matthew Rushton. Rukin, hobbit extraordinaire, seeks revenge on Silenjax, dwarfen scum. May your beard grow lice and wither, you disgusting relation to Jock the American.

Grimlord Editor! Please get in touch, I've lost your address. Philip Page, 21 Addington St, Ramsgate, Kent.

Chronicle Miniatures figure catalogues wanted. Any reasonable offer considered. Also, any characters in Trowbridge, Wilts area need an Assassin, then Phelot's your man. Martin, ☎ Trow 68034 (Wed. Only 5pm+). Write: 18 Lydiard Way, Trow.

Interested in *D&D/Battlecars*? Yes? Then a 13 yr old male requires your correspondence (male/female) to: David Wishart, 17 Church Street, Loch Winnoch, PA12 4AD.

Wanted. Modules *U2, X2*. Will pay up to £2.50 each. I also need *WD44-47* and *Imagine 2*. Mark, ☎ (0582) 595794.

Leper's Two Gangrenous Fingers! Want *Imagine 2*. Will pay a white gold ring's ransom. Christian Lam, 1 Leaf Cottage, Oak Road, Salford, Manchester M7 9HP.

Wanted. *Big Rubble* and *Trollpak*. Must be in good condition, will pay good prices. Dave Calver, 20 Revell Road, Cheam, Surrey. ☎ (01) 642 0221.

Attention! Entirely new RPGers fanzine being brought into production, interested? For details, write to: Martin Tyler, 98 Sparrow Farm Drive, Feltham, Middx TW14 0DN.

Help! 14 yr old *AD&D/D&D* and *Traveller* player seeks others of either sex, own age. Contact: John Golding, Ackworth Schl, Ackworth WF7 7LT.

Insane, experienced DM/player seeks *CoC, RQ, D&D, SF* players to start club in Hadleigh/Ipswich area. Contact: Simon Price, 24 Cottesferd Close, Hadleigh, Ipswich.

RuneQuest players, either sex, any age, wanted in Waterlooville or Portsmouth area. Also wanted any *RQ* game aids and scenarios. Mark, ☎ Waterlooville 255765.

Help! 16 yr old male *AD&D* DM wants to exchange ideas. Module swapping possible. Contact: Jukka Mäntyjärvi, Hiihtäjäntie 7 A 5, 70200 Kuopio 20, Finland.

Urgently Required. *DragonQuest* (2nd edition), reasonable price paid. Contact: Steve White, 7 Atkinson Street, Harle Syke, Burnley, Lancs BB10 2JE.

Swap. *Traveller Deluxe*, supplements and miniatures for boxed *CoC*. Also *Car Wars* for *T&T* rulebook (latest edition). Charles, ☎ Bo'ness (Scotland) 823119.

Iluvatar (novel, innit?), 10th level Paladin, seeks friends/foes. Interested? Write to: Andrew Wells, Flat 23B, Avon Way House, Avon Way, Colchester, Essex CO4 3TZ.

Swap. *Traveller* set plus *Double Adventure 3* for *CoC* set. Also swap *Striker!* (unboxed) for *RQ* set (any edition). ☎ Redditch 404414.

PBMs. Fancy joining others playing *RQ, Star Trek, Talisman, Battlecars*, etc, by post? P Barbour, 10 Dawley Ride, Colnbrook, Berks SI3 0QH.

Help! Has anyone got *Different Worlds 35*? Jon, ☎ Worcester 611378 (after 6pm).

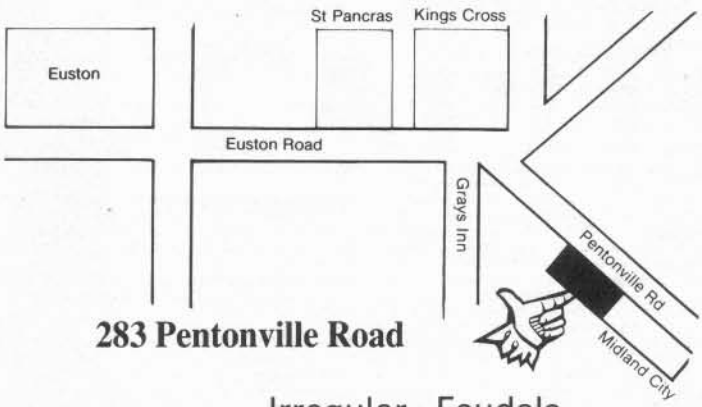
New PBM Group. Plans to play many different games at minimum cost. Interested? Send SAE to: Paul Waren, 20 William Close, Romford RM5 3EX.

Moonquest. Impecunious gamester seeks original Gloranthan source books, *Borderlands, Trollpak*, etc, not necessarily in good condition if legible. O'Neill, Hetherington House, Lower Argyll Road, Exeter.

Stranded fighter, Ealing, (18), seeks club or fellow players to start one. (*CoC, AD&D*). M Platt, 11A Montpelier Ave, Ealing, W5 2XP. ☎ (01) 997 9771.

Role-Players needed to play *CoC, SO*, etc. Interested? 14-17? Experienced/imaginative? Play weekends? If so ☎ Cambridge 68960.

RALLY TO

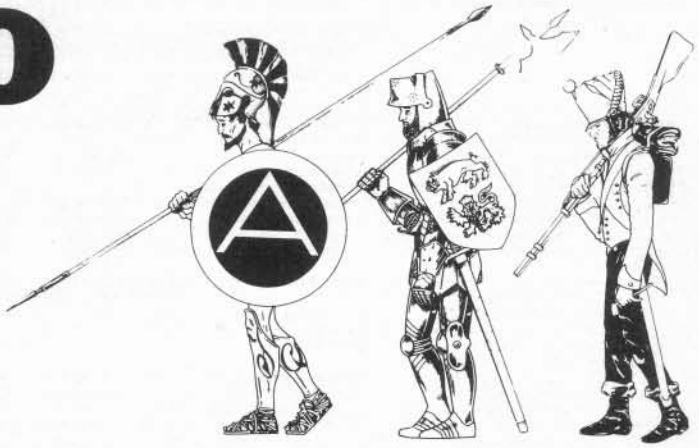


283 Pentonville Road

Irregular~Feudals
plus seige equipment

COMING SOON
Campaign Miniatures
Napoleonics
and Renaissance Imperial

Opening Hours:
Monday 1.00pm–7.00pm
Tues-Sat 10.00am–7.00pm



GAMERS IN EXILE

We stock an excellent range of wargames, role-playing games and figures.

Pax Britannica 20mm;
American Civil War 30mm;
7yrs War and 20mm Colonials.

T.S.R.	Standard
Avalon Hill	Dixons
Citadel	Games Workshop
Platoon 20	Heroics/Ros

MIKES MODELS (Renaissance and 7yrs WAR)

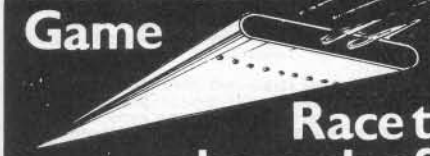
VISIT
THE SOUTH'S
NO. 1
GAMES SHOP

All the latest in games, books, modules, figures, dice, accessories etc.
PASTIMES II
Unit 15, East Street Centre,
Southampton
Tel: (0703) 221789

When you haven't got all night-play

STAR SEARCH

The Compelling New Board Game



A Tactical Race through the hazards of deep space
for 2~4 playlers lasting 1~2 hrs

when you have, first visit

SPIRIT games

Croydon's leading
R.P.G. & Fantasy
Figures stockist
1st floor
Croydon Indoor Mkt. Park St.

01 760 0078

G.M.s wanted for saturday games at the shop

GAMES WORLD

A New Power arises in West London

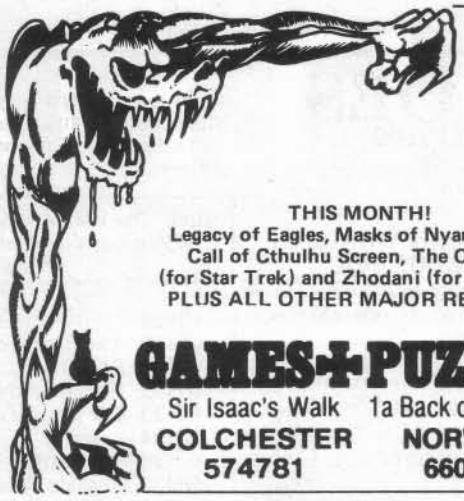
Behold the glittering treasures held at Games World

TSR ✱ FANTASY GAMES
ESSEX ✱ AVALON HILL
CITADEL ✱ TORCHLIGHT
ASGARD ✱ VICTORY
TABLETOP ✱ GALLIA
METAL MAGIC ✱ G.D.W
STANDARD GAMES ✱ I.C.E.

AND MORE & MORE

Clubs discounts available to large bands of Adventures
Mail Order Welcome. Post Free over £4.50
Access & Barclaycard – Phone 01-741 4467

GAMES WORLD
129 KING STREET, HAMMERSMITH
LONDON W6 9JG PHONE 01-741 4467
NEAREST TUBE HAMMERSMITH LATE OPENING THURSDAY TILL 8pm



THIS MONTH!
Legacy of Eagles, Masks of Nyarlathotep, Call of Cthulhu Screen, The Outcasts (for Star Trek) and Zhodani (for Traveller).
PLUS ALL OTHER MAJOR RELEASES

GAMES + PUZZLES

Sir Isaac's Walk 1a Back of the Inns
COLCHESTER 574781 **NORWICH 660350**

THE GAMESMASTER

SCOTLAND'S PREMIERE HOBBY STORES

EDINBURGH
13 Forrest Road,
Edinburgh EH1 2QH
Tel: 031 226 3354

GLASGOW
536 Great Western Road,
Glasgow G12 8E2
Tel: 041 334 1583

YOUR GATEWAY TO ADVENTURE

Cheques/PO's payable to Orion. Prices inc. P&P for UK & BFPO Germany. 11 Conifer Gdns., Village Rd, Middx., EN1 2EU.

ORION

Mail Order Only.

Battlecars	£7.95
Battlebikes	£4.95
Starsoldier	£7.95
Gamma World	£9.50
Judge Dredd	£7.95
Star Trek	£9.95
Ringworld	£29.95
Ringworld Companion	£10.95
Alpha Dawn	£9.95
Knighthawks	£9.95
Indiana Jones	£9.95
Talisman	£8.95
Bug-Eyed Monsters	£12.95
James Bond 007 Boxed Set	£14.95
Warhammer (revised rules)	£9.95
Bushido	£7.95
Traveller Starter Set	£8.95
Traveller Book (Vol 1)	£12.95
Traveller Adventure Book (Vol 2)	£12.95

CALL OF CTHULHU

Call of Cthulhu Boxed Set	£9.95
Cthulhu Companion	£8.95
Horrible Secret of Monhegan Island	£4.95
Yog-Sothoth	£10.95
Death in Dunwich	£7.95
The Asylum	£10.95
Glozel est Authentique	£7.95
Fungi from Yuggoth	£10.95
Whispers from the Abyss	£10.95
Curse of the Cthonians	£10.95
Pursuit of Kadath	£9.95
Trail of Tsathagoa	£10.95

OTHER GAMES

Worlds of Boris Vallejo	£23.95
Mandala	£11.95
Civilization	£24.95
Source of the Nile	£16.95
World Class Football	£10.95
Escape from Colditz	£12.95
Gunslinger	£20.95
Samurai	£14.95
Machiavelli	£14.95
Junta	£20.95

DUNGEONS & DRAGONS

Basic Set	£9.95
Expert Set	£9.95
Companion Set	£9.95

ADVANCED DUNGEONS & DRAGONS

Dungeon Masters Guide	£11.95
Players Handbook	£10.95
Monster Manual	£10.95
Monster Manual II	£10.95
Fiend Folio	£10.95
Deities & Demigods	£10.95
Legends & Lore	£10.95

ADVANCED D&D MODULES

L1 Secret of Bone Hill	£4.95
L2 Assassins Knot	£4.95
C1 Hidden Shrine of Tamoachan	£4.95
C2 Ghost Tower of Inverness	£4.95
I1 Dwellers of the Forbidden City	£4.95
I2 Tomb of the Lizard King	£4.95
I3 Pharoah	£4.95
I4 Oasis of the White Palm	£4.95
I5 Lost Tomb of Martek	£5.50
I6 Ravenloft	£5.50
UK1 Beyond the the Crystal Cave	£4.95
UK2 The Sentinel	£4.95
UK3 The Gauntlet	£4.95
UK4 When a Star Falls	£4.95
UK5 Eye of the Serpent	£4.95
UK6 All That Glitters	£4.95
U1 Sinister Secret of Saltmarsh	£4.95
U2 Danger at Dunwater	£4.95
U3 The Final Enemy	£4.95
WG5 Mordenkanens Adventure	£4.95
EX1 Duneonland	£4.95
EX2 Land Beyond the Magic Mirror	£4.95
MV1 Midnight in Dagger Alley	£4.95
CB1 Conan Unchained	£4.95
CB2 Conan Against Darkness	£4.95

ROLE AIDS AD&D SCENARIOS

Final Challenge	£5.95
Throne of Evil	£5.95
Shipwrecker	£5.95
Dragons of Wen T Seng	£5.95
Clockwork Mage	£5.95
AD&D Play Aid World of Greyhawk	£9.95

GRENADIER FANTASY LORDS BLISTER PACKS
25mm Figures – £1.25 per pack
Numbers in brackets shows quantity per pack.

101 Adventures (3)
102 Females (3)
103 Frost Giant (1)
104 Clerics (3)
105 Were Creatures (3)
106 Skeleton Cavalry (3)
107 Halflings (4)
108 Goblins (4)
109 Orcs (3)
110 Dwarves (4)
111 Monks (3)
112 Elves (3)
113 Specialists (3)
114 Undead (3)
115 Bugbears (3)
116 Golems (2)
117 Dragon Men (3)
118 Scorpions (2)
119 Hill Giant (1)
120 Wing Folk (3)
121 Knights (3)
122 Wizards (3)
123 Lizard Men (3)

GRENADIER CALL OF CTHULHU BLISTER PACKS
25mm Figures – £1.25 per pack
All packs contain three figures. H.G.Wells Award at Origins '84.

201 Federal Agents
202 Hoodlums
203 Adventurers
204 Master Criminals
205 Investigators
206 Cops
207 Ghost and Horrible Companions
208 Undead
209 Ghouls
210 Mi-God and the Serpentmen
211 Sand Dwellers
212 Deep Ones

WARGAMES

Ambush	£24.95
Battle Over Britain	£24.95
Normandy Campaign	£14.95
Civil War	£20.95
Druid	£16.95
Cold War	£24.95
Panzer Command	£20.95
NATO	£16.95
Pax Britannica	£24.95
Battle Stations	£12.95
Gazala,1942	£15.95
Aachen	£15.95
Panzerkrieg	£18.95
Air War	£24.95
Struggle of Nations	£10.95
Samurai Blades	£9.95
Power & Resolution	£14.95
War at Sea	£10.95
Storm Over Arnhem	£16.95
Airforce	£16.95
Victory on the Pacific	£14.95
Third Reich	£18.95
1809	£18.95
Vietnam	£20.95

BOOKS

Fantasy Wargaming B. Galloway	£7.95
Badges & Insignia of the Third Reich (208pp 64 colour plates)	£10.95
Astrology & the Third Reich	£5.95
The Knights	£6.95
The Invaders	£6.95
Hollow Earth	£4.50
Runes & Magical Alphabets	£3.95
Vampire in Europe (Illus.)	£6.95
Subterranean Kingdoms (Illus.)	£4.95
Lost Atlantis	£3.45

MAGAZINES

Fire Movement Issues 10,20,21,22,23 each	£1.50
The Dragon Issues 87,88,89 each	£2.00
Wargamer Issue 32 (Lutzen)	£4.95
Issue 33 (Holy Roman Empire)	£6.95
Strategy & Tactics Issue 97 (Trail of the Fox)	£3.50
The Grenadier Issue 22	£2.00

OTHER ITEMS

Golden Dawn Tarot	£8.95
Rider Waite Tarot	£8.95
Tarot of the Witches	£5.95
I Ching Cards	£7.50
Dungeon Accessory Pack 1	£2.95
Dungeon Accessory Pack 2	£2.95
Poly Set (6 cols) Marked	£1.90
Soviet Red Army Cap Star Badge	£3.50
SS Officer's Rune Ring (Black enamel & silver colour)	£7.50
SAS Metal Stickpin	£2.95

HEROES
MINIATURES

7, Waverley Place
Worksop, Notts.
Tel: (0909) 476128

THE NIGHTMARE WORLD OF MONSTROUS EVIL GOTHIC HORROR & ADVENTURE FIGURES. 45p each unless stated.

GH1 Adventurer with holstered pistol
GH2 Adventurer in hat & leather jacket
GH3 Adventurer in suit
GH4 Professor
GH5 Female Adventurer
GH6 Henchman
GH7 German stormtrooper
GH8 Animated Corpse
GH9 Cloaked Figure
GH10 Nude Female
GH11 Masked Martial Arts Warrior
GH12 Apeman
GH13 Vampire
GH14 Female Vampire
GH15 Wolfman
GH16 Werewolf
GH17 Ghost
GH18 Wolf
GH19 Deamon
GH20 Ghoul
GH21 Insection. 60p
GH22 Skylord. 90p
GH23 Sea Devil. 70p
GH24 Snake Lord. 80p
GH25 Lizard Lord (W/sword) £3.00
GH26 Amorphic Horror. 70p
GH27 Snake man (W/spear) 60p
GH28 Winged Madness. £1.30

POST & PACKING RATES
30p minimum, 10% over £3.00, post free over £20 unless stated. Overseas 60% air mail, 15% surface.

NEW. The mercenary (A6) is now availble riding our war Mammoth. Code AM1 Price £4.00

GH29 Tenticled Terror. £3.00
GH30 The Transformation. 50p
GH31 Scientist
GH32 Female Adv., in Coat
GH33 Female Adv., in Evening Dress
GH34 Priest
GH35 Male Adv., in Jumper
GH36 Female Adv., in Long Dress
GH37 Man Made Monster. 50p
GH38 Masked Henchman Firing Pistol
GH39 Masked Henchman with Rifle
GH40 Heroic Aviator
GH41 Evil Master
GH42 Anti-Hero
GH43 High Priest
GH44 Female Follower Dancing
GH45 Follower
GH46 Sacrificial Slab
GH47 Victim
GH48 Alien Take-over
GH49 Female Alien Vampire
GH50 The Ultimate Horror. £4.00

THE MUTANT ZONE

SET 1 FUTURE COP

MZ1 Cop, battle torn lawman
MZ2 Female android companion

SET 2 ERADICATOR

MZ3 Eradicator w/2 auto-rifles
MZ4 Female Adventurer

SET 3 N.B.C. UNIT

MZ5 Trooper Officer w/pistol
MZ6 Trooper firing HV/pistol
MZ7 Trooper w/HV M/C gun
MZ8 Trooper w/Flame thrower
MZ9 Trooper w/Auto-rifle

SET 4 MUTANT OUTLAWS

MZ10 Leader w/pistol
MZ11 Cyborg
MZ12 Punk w/axe
MZ13 Female w/blades
MZ14 Dwarf w/pistol
MZ15 Tiny w/dagger

SET 5 DWELLERS OF THE ZONE

MZ16 Vampire
MZ17 Female Mutant
MZ18 Male Mutant

PRICES: SET 1,2,5. . . . . £1 each
SET 3 . . . . . £2.40
SET 4 . . . . . £2.60

WARHAMMER
Games

10 Skerry Hill
Mansfield, Notts

Open Monday 1pm-6pm
Wednesday 2pm-7pm
Remainder 10am-6pm

Stockist of Citadel, Asgard, Essex Miniatures; Torchlight and Gallia products and more

NOT JUST STAMPS
17/19 Crendon Street,
High Wycombe, Bucks.
Tel: (0494) 41717

Open Mon-Sat 9.30am-5.30pm
Closed all day Wednesday

STOCKISTS OF ALL FANTASY & WAR GAMES. MAIL ORDER (lists on request). Discounts for clubs, and player contact board.

TOPPERS
OF CHESTER

THE LAND OF FANTASY
FOR ALL YOUR GAMING NEEDS

Dungeons & Dragons, RuneQuest and most RPGs plus aids and supplements
Avalon Hill—Citadel—Grenadier
Prince August—Paints and magazines.

Mail Order accepted
Upper Level, 16 mercia Square,
off Frodsham Street, Chester.
Tel: Chester 28802

OTHERWORLD ARTIFACTS

Miniature building accessories for 25mm gaming and modelling

*Dungeons, caverns, Great Halls, Manor Houses, Temples, Towers...

NEW SETS NOW AVAILABLE

*£1.20 for an illustrated catalogue to: OTHERWORLD ARTIFACTS, Fables, 14, Elm Park Rd., Havant, Hants. PO9 2AD (0705 483042)

*Trade Enquiries Welcome (window displays to order) *ACCESS/VISA

START!

ADVENTURERS STARTER SET

MONSTERS STARTER SET

Each Starter Set contains eight fine cast metal miniatures from Citadel, for use in any role-playing game system. Available now from all good shops or direct from:
CITADEL MINIATURES, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM

Fantasy comes alive...

DUNGEONS & DRAGONS®

Miniatures

THE MASTERFUL NEW RANGE OF OFFICIAL D&D® MINIATURES FROM CITADEL. MONSTERS & ADVENTURERS OF ALL CLASSES, IN BLISTER PACKS OR BOXED SETS. AVAILABLE AT ALL GOOD GAME SHOPS OR DIRECT FROM:

TSR

CITADEL MINIATURES

CITADEL MINIATURES MAIL ORDER, CHEWTON ST, HILLTOP, EASTWOOD, NOTTS.